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DUNGEONS & DRAGONS® Supplement

MAGIC ITEM COMPENDIUM™

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Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This product uses updated material from the v.3.5 revision.

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620–10762720–001–EN
9 8 7 6 5 4 3 2 1

EUROPEAN HEADQUARTERS
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First Printing: March 2007

ISBN: 978-0-7869-4345-6

DUNGEONS & DRAGONS, D&D, DUNGEON MASTER, d20, d20 System, WIZARDS OF THE COAST, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Magic Item Compendium*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.
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Introduction

Magic items are an integral part of the DUNGEONS & DRAGONS® game experience. As long as D&D has been around, there have been *+1 swords* and *potions of healing*—they're as inextricably linked with the game's identity as 18th-level fighters and *magic missile* spells. Every fighter saves up for his first magic weapon, and no one who's played a paladin hasn't dreamed about what it would be like to wield a *holy avenger.*

Magic items also make up a crucial part of every D&D character's array of abilities. A magic weapon can slice through a creature's damage reduction, a *ring of protection* diverts otherwise deadly attacks, and a handy potion or scroll can tip the balance in a critical encounter. A character without magic items is like a wizard with only half her spells prepared or a fighter who hasn't bothered to select all his feats—he's simply incomplete.

But compared to spells and feats, magic items haven't received very much "quality time" in the current edition of the game. Not only are they scattered across dozens of books with little sense of organization or theme, but their effects are often poorly defined and they're frequently—some might even say usually—overpriced or underwhelming. As a result, only a handful of magic items are actually widely used, ranging from the humble *+1 longsword* to the renowned *ring of invisibility.*

That's no longer the case.

Magic Item Compendium ushers in a brave new world of magic items—a world with clearly defined effects and activation times, with interesting items at every price point, and with exciting, aggressively priced options for every class and character level. Combining hundreds of revised and repriced items from previous sources with a wagonload of brand-new, never-before-seen-or-even-imagined magic items, this book is your D&D character's key to the candy store.

But don't just take our word for it: Go ahead, start turning the pages. Check out the revamped armor and weapon properties in Chapters 1 and 2. Marvel at all the swift-action-activation gloves, boots, and belts in Chapter 3. Drool over the handy adventuring tools in Chapter 4, and imagine how cool your character will look when he's decked out in one of the item sets in Chapter 5. And that doesn't even cover the book's exciting new take on relics, the immensely handy *augment crystals*, the array of "sorcerer's-best-friend" runestaffs, and so on.

WHAT'S IN THIS BOOK

Traditionally, magic items have been divided into categories based partially on form and partially on function, creating a system that doesn't always help the reader know where to go looking for something. An item holding 50 uses of a particular 1st- to 4th-level spell is called a wand, but a similarly shaped item that has an unusual nonspell effect that it can generate a few times per day might be a rod or even a wondrous item. An item you wear that provides a continuous magical effect is probably a wondrous item . . . but it might be a ring, or even a suit of armor.

This book instead divides magic items into four basic categories—armor, weapons, clothing, and tools—with each category receiving a separate chapter. This classification has no effect on game play—you still use Forge Ring to craft an item described as a ring (or, more important, an item that has Forge Ring as a prerequisite)—but it should make it a bit easier for you to find various items.

Armor (Chapter 1): This category includes both specific, preconstructed magic suits of armor or shields as well as the various properties that can be added to any appropriate suit of armor or shield (such as fortification or acid resistance). It doesn't include robes (or other items worn in the same body slot as armor), since most of those items don't offer the same kinds of effects, nor does it include *bracers of armor* or other items that provide similar protection—those are both clothing items.

Weapons (Chapter 2): This category includes both specific, preconstructed weapons as well as the various properties that can be added to any appropriate weapon. It also includes rods that function primarily as weapons (such as the *rod of flailing*), but not those without such functions, or whose weapon functions are clearly secondary to their other functions (such as the *rod of alertness*)—those are tools. Similarly, it doesn't include offensive-based items that aren't wielded as weapons (such as the *circlet of blasting* or the *iron bands of Bilarro*)—such items are either clothing or tools, based on whether they're worn or just held.

Clothing (Chapter 3): This category includes all magic items that must be worn in order to function, other than magic armor and shields (which are in the armor category). The clothing category also includes jewelry and similar baubles. Most clothing items take up a body slot (see page 218).

Tools (Chapter 4): This broad category includes all magic items that must be held, consumed, or otherwise manipulated in order to function (rather than simply being worn), not including items wielded as weapons. By definition, tools don't occupy a body slot; most but not all must be held to be activated. Potions, scrolls, wands, and staffs are also considered tools.

Item Sets (Chapter 5): This category includes items that fall into all four of the categories described above. Rather than splitting these sets up by item category, however, each complete set is presented together for easy reference.

Using Magic Items (Chapter 6): This chapter collects, revises, and expands various rules and guidelines for handling magic items in play, from placing the right item in a treasure hoard to identifying the item to wearing it properly.

Appendices: The book concludes with two sets of extensive tables listing all the magic items in this book as well as those in the *Dungeon Master's Guide*. The tables are designed to allow quick reference by DMs and players looking for just the right item, as well as for random generation of treasure hoards.

MAGIC ITEM FORMAT DESCRIPTION

This book introduces a new format for describing magic items, which combines useful elements of past item formats with the familiar functionality of spell descriptions from the *Player's Handbook*. The new format presents the most important information about each item—how it's activated, how much it costs, where it's worn, and what it does—in a simple, predictable layout that's easy to refer to during play.

ITEM NAME

Price (Item Level): The purchase price of the item, in gold pieces (gp). The item's level (see page 226) is given in parentheses.

Body Slot: The location where the item is worn on the body (see Body Slots, page 218). An entry of — indicates the item need only be carried on the body to function. An entry of — (held) indicates the item must be physically held or manipulated (rather than simply kept in a pocket, pouch, or backpack) for its power to function. Augment crystals, a new type of magic item described on page 221, have an entry of — (armor crystal), — (shield crystal), or — (weapon crystal).

Caster Level: The item's caster level, most often used to determine its resistance to dispel checks.

Aura: The item's aura strength, which is revealed if it is subjected to a *detect magic* spell, followed by a semicolon. Next, in parentheses, is the Spellcraft DC required to determine the school of magic, followed by the school or schools of magic associated with the item's aura (usually determined by the spells listed in an item's prerequisites). If the item requires only universal spells, or if it requires no spells, this reads "no school."

If multiple spells of different schools are required, the item's aura is of the school of the highest-level spell. When two spells of different schools are equally high in level, the entry mentions both schools.

Activation: The type of action required to activate the item's effect, along with what the user must do to activate the item (see Activating Magic Items, page 219). An entry of — indicates the item operates continuously, without any need for activation.

Weight: Item's weight, in pounds. An entry of — indicates the item has a negligible weight (less than 1/2 pound).

A visual description of the item, read by the DM to a player whose character has discovered the item.

A description of the item's functions, including its effect, duration, range, uses per day, and so on.

Lore: Information about the item that may be learned by making appropriate Knowledge checks. The item's name and/or functions must be known before Knowledge checks reveal this information.

Prerequisites: The feats, spells, or other prerequisites required of the creator of the item.

Cost to Create: The item's gp cost, XP cost, and days to create.

OTHER SOURCES

Magic Item Compendium draws on material from a number of sources aside from the three DUNGEONS & DRAGONS® core books—the *Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), and *Monster Manual* (MM).

These other sources, and the abbreviations used to identify them in the following text, are: *Book of Exalted Deeds* (BoED), *Complete Adventurer* (CAd), *Complete Arcane* (CAr), *Complete Divine* (CD), *Complete Psionic* (CP), *Complete Warrior* (CW), *EBERRON Campaign Setting* (ECS), *Epic Level Handbook* (ELH), *Expanded Psionics Handbook* (EPH), *Libris Mortis* (LM), *Miniatures Handbook* (MH), *Magic of Incarnum* (MoI), *Player's Handbook II* (PH2), *Spell Compendium* (SC), *Sandstorm* (Snd), and *Tome of Magic* (ToM). In general, possession of any or all of these other sources is not necessary to make use of the material in this book.

YOU CHANGED MY MAGIC ITEMS!

Yes, we did. Chances are, if your character owns a magic item that doesn't appear in the *Dungeon Master's Guide,* something about that item—its price, activation, effect, or even its body slot—is different here from when it was originally published. We didn't change these items on a whim—the revisions here are designed to create a better overall game experience.

If you own a magic item that underwent a drastic price change, work with your DM to find an equitable solution. Maybe the wizard who crafted it for you offers a rebate (or an extra item) to make up the difference for an overpayment, or perhaps the DM just promises to make it up to you with some extra treasure in the next few encounters. And if you underpaid for an item, well, consider yourself lucky . . . but don't be surprised if the next couple of encounters provide a little less gold than you'd expect!

ARMOR

CHAPTER ONE

Illus. by C. Lukacs

For the average adventurer, a suit of magic armor is the first and most important defense against enemies. Not much can compare with the effectiveness of a magically enhanced coat of tough leather, steel rings, or sturdy plates. But the potential protection of a suit of armor or shield doesn't stop with its enhancement bonus. This chapter collects dozens of magical properties applicable to armor and shields, along with many specific suits of armor and shields constructed with a particular array of useful properties.

> *"My armor? +3 adamantine light fortification full plate. I wouldn't leave home without it."*
>
> —Tordek

Special Materials: Five percent of armor or shields are made of special materials, such as adamantine, darkwood, dragonhide, or mithral. Tables 1–1 through 1–4 summarize the effects of the most common special materials used in armor and shields; see Special Materials, *DMG* 283, for more details. All adamantine, darkwood, dragonhide, and mithral items are automatically of masterwork quality, and the costs in Tables 1–1 through 1–4 include masterwork costs.

TABLE 1–1: ADAMANTINE ARMOR

Type	DR	Cost Modifier
Light	1/—	+5,000 gp
Medium	2/—	+10,000 gp
Heavy	3/—	+15,000 gp

TABLE 1–2: DARKWOOD SHIELDS

Type	Armor Check Penalty	Weight	Cost
Light	—	2-1/2 lb.	203 gp
Heavy	—	5 lb.	257 gp

TABLE 1–3: DRAGONHIDE ARMOR

Type	Cost
Shield, light	318 gp
Shield, heavy	340 gp
Breastplate	700 gp
Banded mail	800 gp
Half-plate	1,500 gp
Full plate	3,300 gp

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to the hardness of a suit of armor or shield, and 10 to its hit points. Only the armor or shield's actual enhancement bonus to Armor Class applies; special properties with an enhancement bonus equivalent for the purpose of determining market price don't increase the hardness or hit points of armor or a shield.

Armor Subtypes: Some armor or shield entries have a subtype, either "synergy" or "relic," in brackets following the entry's name. A synergy item has a prerequisite, typically an existing special property already imbued into the armor to be enhanced. A relic item has special effectiveness for a character devoted to a particular deity. Additional rules for creating and using these items appear in Chapter 6.

TABLE 1–4: MITHRAL ARMOR

Type	Max Dex Bonus	Armor Check Pen.	Arcane Spell Failure Chance	Weight	Cost
Chain shirt	+6	—	10%	12-1/2 lb.	1,100 gp
Chainmail[1]	+4	–2	20%	20 lb.	4,150 gp
Breastplate[1]	+5	–1	15%	15 lb.	4,200 gp
Full plate[2]	+3	–3	25%	25 lb.	10,500 gp

[1] Treated as light armor for the purpose of movement, proficiency, and other limitations.

[2] Treated as medium armor for the purpose of movement, proficiency, and other limitations.

ARMOR PROPERTIES

To add a special property to a shield or suit of armor, the shield or armor must already have at least a +1 enhancement bonus. A single suit of armor or shield cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10, nor can it have a market price (not counting special materials or the price of the masterwork armor or shield itself) of greater than 200,000 gp. For armor or shields that exceed these limits, see *Epic Level Handbook*.

Unless noted otherwise in the property's Property entry, each special property in this chapter can be added either to a suit of armor or shield. Some properties can be applied only to a particular category, and are so noted. A few properties can be added only to a smaller subset of a category (such as heavy armor); these are indicated in the item's Property entry.

The items in this section are arranged alphabetically.

ACIDIC

Price: +1 bonus
Property: Armor or shield
Caster Level: 6th
Aura: Moderate; (DC 18) conjuration
Activation: —

This item has a slick-looking, greenish sheen, and a light, acrid-smelling mist constantly rises from its surface.

A thin film of acid continuously covers the surface of this armor or shield, which is not damaged by this effect. An acidic suit of armor or shield deals 2d4 points of acid damage per full round of contact to each opponent grappling you, and to any object that remains in direct contact with it (except objects you are holding) for that amount of time. However, the acid deals no damage to creatures or objects that remain in contact with it for less than a full round, such as when a creature makes a melee attack against you.

Prerequisites: Craft Magic Arms and Armor, *Melf's acid arrow*.

Cost to Create: Varies.

AGILITY

Price: +500 gp
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

This suit of armor appears more streamlined and elegant than others of its type. It has a smoothly worked surface and no spikes or other accoutrements.

While wearing armor that has this property, you gain a +1 resistance bonus on Reflex saving throws.

Prerequisites: Craft Magic Arms and Armor, *cat's grace, resistance*.

Cost to Create: 250 gp, 20 XP, 1 day.

AGILITY, GREATER [SYNERGY]

Price: +8,000 gp
Caster Level: 15th
Aura: Strong; (DC 22) transmutation
Synergy Prerequisite: Improved agility

As agility, except the armor grants a +5 resistance bonus on Reflex saving throws.

Cost to Create: 4,000 gp, 320 XP, 8 days.

AGILITY, IMPROVED [SYNERGY]

Price: +4,000 gp
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Synergy Prerequisite: Agility

As agility, except the armor grants a +3 resistance bonus on Reflex saving throws.

Cost to Create: 2,000 gp, 160 XP, 4 days.

ANCHORING

Price: +1 bonus
Property: Armor or shield
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

Several images of stylized anchors cover this strangely dense-looking armor.

When wearing armor or a shield that has this property, you are difficult to move from your position during a fight. You gain a +5 enhancement bonus on any ability check to resist a bull rush, overrun, or trip attack.

Prerequisites: Craft Magic Arms and Armor, *bull's strength*.

Cost to Create: Varies.

ANCHORING, GREATER [SYNERGY]

Price: +1 bonus
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Synergy Prerequisite: Anchoring

A single stylized anchor covers the chest of this hulking armor.

This armor functions as anchoring armor, except that it grants a +10 enhancement bonus on ability checks against bull rush, overrun, and trip attacks.

Cost to Create: Varies.

APORTER

Price: +20,000 gp
Property: Armor or shield
Caster Level: 10th
Aura: Moderate; (DC 20) conjuration
Activation: Standard (mental)

Your eyes skip around this aqua-tinged item, as if having difficulty precisely locating it.

When it is activated, a suit of armor or shield that has this property transports you and your equipment to any spot within 800 feet that you can visualize or specify, as the *dimension door* spell.

The aporter property functions two times per day.

Prerequisites: Craft Magic Arms and Armor, *dimension door*.

Cost to Create: 10,000 gp, 800 XP, 20 days.

AVERTER

Price: +13,000 gp
Property: Shield
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: Standard (mental)

This finely wrought black shield emanates an aura of barely contained menace.

When you activate an averter shield, all enemies who can see it must succeed on DC 14 Will saves or be overcome by a powerful aversion to the shield. For the next 3 rounds, affected creatures do not approach within 30 feet of you. This effect is a mind-affecting compulsion ability.

The averter property functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *suggestion* or *aversion* (EPH 79).

Cost to Create: 6,500 gp, 520 XP, 13 days.

AXEBLOCK

Price: +2 bonus
Property: Armor or shield
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: —

The surface of this item appears serrated, sporting hundreds of tiny, knifelike edges.

An axeblock shield or suit of armor magically turns away slashing weapons, such as axes and most swords. While wearing armor or carrying a shield that has this property, you gain damage reduction 5/bludgeoning or piercing.

Prerequisites: Craft Magic Arms and Armor, *stoneskin*.

Cost to Create: Varies.

BALANCE

Price: +3,750 gp
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: —

This elegant armor appears streamlined yet sturdy. Its surface is decorated with precise, perfectly symmetrical, geometric designs.

While wearing armor that has this property, you gain a +5 competence bonus on Balance checks.

Prerequisites: Craft Magic Arms and Armor, *balancing lorecall* (SC 23).

Cost to Create: 1,875 gp, 150 XP, 4 days.

BALANCE, GREATER [SYNERGY]

Price: +18,750 gp
Caster Level: 15th
Aura: Strong; (DC 22) abjuration
Synergy Prerequisite: Improved balance

As the balance property, except the armor grants a +15 competence bonus on Balance checks.

Cost to Create: 9,375 gp, 750 XP, 19 days.

BALANCE, IMPROVED [SYNERGY]

Price: +11,250 gp
Caster Level: 10th
Aura: Moderate; (DC 20) abjuration
Synergy Prerequisite: Balance

As the balance property, except the armor grants a +10 competence bonus on Balance checks.

Cost to Create: 5,625 gp, 450 XP, 12 days.

BANE BLIND

Price: +15,000 gp
Property: Armor
Caster Level: 7th
Aura: Moderate; (DC 18) illusion
Activation: Swift (mental)

This armor is patterned with muted colors, textures, and shading. On its chestpiece is an image of a beholder with its eyes closed.

Originally designed for rangers and bounty hunters, bane blind armor affects a specific type or subtype of creature. Three times per day while wearing this armor, you can render yourself imperceptible to creatures of the designated type or subtype. Such creatures cannot detect your presence using any nonmagical sensory method (including scent, hearing, tremorsense, blindsense, and the like). This effect lasts for 10 rounds or until you attack (as defined for the purpose of the *invisibility* spell; PH 245).

To randomly determine the armor's designated creature, roll d% and consult the following table. On a result of Humanoid or Outsider, the DM chooses the specific subtype that this armor affects.

d%	Creature Type (Subtype)
01–06	Aberration
07–13	Animal
14–16	Construct
17–26	Dragon
27–29	Elemental
30–32	Fey
33–42	Giant
43–54	Humanoid
55–60	Magical beast
61–65	Monstrous humanoid
66–68	Ooze
69–71	Outsider, chaotic
72–74	Outsider, lawful
75–81	Outsider, evil
82–83	Outsider, good
84–86	Plant
87–95	Undead
96–100	Vermin

Prerequisites: Craft Magic Arms and Armor, *greater invisibility*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

BEASTSKIN

Price: +2 bonus
Property: Armor
Caster Level: 13th
Aura: Strong; (DC 21) transmutation
Activation: —

This armor is lightly patterned with lines resembling fur, scales, and feathers. Its coloration continuously shifts among muted tones of brown, green, and gray.

First created by powerful druids, armor that has this property is particularly useful to characters of that class. Whenever you use wild shape, you can expend one additional daily use of that ability to transform your beastskin armor along with you, rather than simply allowing it to merge with your body. When you do so, the armor transforms into a suit of armor of the same type, fitted for your new form. The armor's weight changes to match your new size (and shape, if you assume a form with a different body shape).

If you are proficient with your suit of beastskin armor in your natural form, then you are proficient with the transformed version as well, regardless of what shape you take.

Prerequisites: Craft Magic Arms and Armor, *ironwood*.

Cost to Create: Varies.

H. ED COX 2004

What's scarier than fighting a giant bear?
Fighting a giant bear wearing beastskin armor.

BLINKING

Price: +15,000 gp
Property: Armor
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Activation: Standard (command)

Parts of this semitransparent armor seem to fade in and out of existence, there one moment and gone the next.

When you activate armor that has this property, you can "blink" back and forth between the Material Plane and the Ethereal Plane, as if affected by a *blink* spell.

The blinking property functions once per day, and the effect lasts for 1 minute.

Prerequisites: Craft Magic Arms and Armor, *blink*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

BLUESHINE

Price: +1,500 gp
Property: Metal armor
Caster Level: 12th
Aura: Strong; (DC 21) abjuration
Activation: —

This armor glistens with a blue-black sheen, as if it were covered in oily liquid sapphire.

A suit of armor imbued with this property never tarnishes and is immune to acid damage and rusting effects. While wearing blueshine armor, you gain a +2 competence bonus on Hide checks.

Prerequisites: Craft Magic Arms and Armor, Craft (alchemy) 5 ranks.

Cost to Create: 750 gp, 60 XP, 2 days.

BLURRING

Price: +1 bonus
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) illusion
Activation: Swift (command)

This armor appears indistinct, as though its edges were smeared.

When you activate this armor, your appearance becomes distorted and hazy, as if you were affected by a *blur* spell.

The blurring property functions three times per day, and the effect lasts for 5 rounds.

Prerequisites: Craft Magic Arms and Armor, *blur*.

Cost to Create: Varies.

BLURRING, GREATER [SYNERGY]

Price: +2 bonus
Caster Level: 12th
Aura: Strong; (DC 21) illusion
Synergy Prerequisite: Blurring

A light mist surrounds this armor, obscuring its exact details.

As blurring armor, except that the effect's duration is 10 minutes, and you can activate the blurring property any number of times per day.

Cost to Create: Varies.

BUOYANT

Price: +4,000 gp
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

This bluish metal armor seems oddly light in your hands, with a liquid sheen.

This armor is buoyant in water or similar liquids. Armor that has this property does not apply an armor check penalty on your Swim checks. Additionally, it grants you a +2 competence bonus on Swim checks while you wear it.

Prerequisites: Craft Magic Arms and Armor, *swim* (SC 217).

Cost to Create: 2,000 gp, 160 XP, 4 days.

CALLED

Price: +2,000 gp
Property: Armor or shield
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Standard (command)

At first glance, this armor or shield looks like any other item of its kind. Closer inspection reveals a small image of a beckoning hand inscribed on its surface.

Provided that you and your called armor or shield are on the same plane, you can call it to you by speaking the proper command word, regardless of the intervening distance. If you aren't wearing armor at the time, a suit of called armor appears on your body, as though you had donned it in the normal fashion. If you are wearing other armor when you speak the command word, the called armor appears in your space or in an adjacent space you designate that is capable of holding it. A called shield appears on the proper arm if you are not already using another shield when you call it, or in your space or a designated adjacent space if you are.

If any other creature has worn your called armor or shield since you last wore it, you can no longer call it until you wear it again.

Prerequisites: Craft Magic Arms and Armor, *teleport*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

COMMANDER

Price: +2,000 gp
Property: Armor or shield
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

This item looks particularly clean and bright—in fact, it almost seems to shine with its own light.

A suit of armor or shield that has this property always appears brilliant and gleaming, even in filthy or squalid conditions, though it doesn't shed any useful light. Attempts to paint over or obscure its finish do not diminish its brightness.

While wearing commander armor or carrying a commander shield, you gain a +2 competence bonus on Diplomacy checks, and each ally within 30 feet of you (not including yourself) gains a +1 morale bonus on Will saves. However, the shiny finish makes you so noticeable that you also take a –5 penalty on Hide checks (in addition to the normal armor check penalty).

Prerequisites: Craft Magic Arms and Armor, *eagle's splendor*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

DAYLIGHT

Price: +3,000 gp
Property: Armor or shield
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Swift (command)

This brightly polished item bears an image of the sun and has a golden tinge.

When activated, a suit of armor or a shield that has this property glows with the brilliance of a *daylight* spell. This effect functions for up to 30 minutes per day, but the duration need not be continuous; you can turn the effect off with a swift action.

Prerequisites: Craft Magic Arms and Armor, *daylight*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

Illus. by E. Cox

DEATH WARD

Price: +1 bonus
Property: Armor or shield
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: Immediate (mental)

This black-enameled item has a translucent quality, as through it were not entirely of this world. Small, white images of skulls decorate the armor's shoulders, like grotesque epaulets.

Armor and shields that have this property are favored by those dedicated to fighting the foul art of necromancy. While wearing or using death ward armor or a death ward shield, you can activate the armor to ignore any death effect (including death spells, magical death effects, and energy drain) or negative energy effect (such as *inflict* spells or *chill touch*).

The death ward property functions once per day.

Prerequisites: Craft Magic Arms and Armor, *death ward*.

Cost to Create: Varies.

DEEPDWELLER

Price: +12,000 gp
Property: Armor
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —

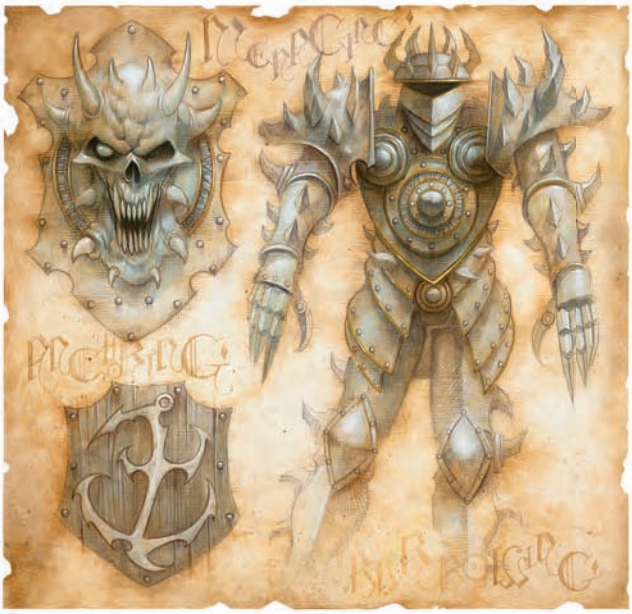
Dull black, the substance of this armor is flecked with tiny particles and seems to swirl like the depths of the sea.

While wearing deepdweller armor, you can breathe water and are immune to damage from cold water and from pressure in extreme depths. Armor that has this property does not apply an armor check penalty on your Swim checks, and wearing deepdweller armor allows you to converse with any water-breathing creature that has a language. Additionally, you can see twice as far underwater as normal (see *DMG* 93 for details on underwater effects and dangers).

Prerequisites: Craft Magic Arms and Armor, *darkvision*, *water breathing*.

Cost to Create: 6,000 gp, 480 XP, 12 days.

Illus. by W. England



+1 menacing large steel shield, +1 anchoring small wooden shield, +1 blurring spiked full plate

DISPLACEMENT

Price: +1 bonus
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) illusion
Activation: Swift (command)

The shoulder pieces of this armor are embossed with tiny arrows pointing outward in opposite directions.

When you activate displacement armor, you appear to be standing right next to your actual location, as if affected by a *displacement* spell.

The displacement property functions once per day, and the effect lasts for 5 rounds.

Prerequisites: Craft Magic Arms and Armor, *displacement*.

Cost to Create: Varies.

DRAGONDODGER

Price: +1 bonus
Property: Light armor
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —

This suit of light armor has a particularly hard and shiny finish. The protective glyphs that ring its collar and waist glow briefly when it is donned.

When wearing armor that has this property, you gain the evasion ability (see the monk class feature, *PH* 41), but only against breath weapons. Whenever a breath weapon would normally allow you a Reflex saving throw for half damage, you instead take no damage on a successful save.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*.

Cost to Create: Varies.

EASY TRAVEL

Price: +1,500 gp
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

This armor seems to weigh less than it should.

When wearing armor that has this property, you can carry up to a medium load as if it were a light load (ignoring the maximum Dexterity bonus, check penalty, and reduced speed normally incurred by a medium load). These reductions apply only to penalties for the load you carry, not to any reduction in speed caused by the armor itself.

In addition, you can walk for up to 10 hours in a day before having to make Constitution checks to avoid taking nonlethal damage (*PH* 164).

Prerequisites: Craft Magic Arms and Armor, *bear's endurance*.

Cost to Create: 750 gp, 60 XP, 2 days.

ECTOPLASMIC FEEDBACK

Price: +1 bonus
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: —

This armor appears translucent. Holy symbols of a good-aligned deity decorate the armor, and they glow with a soft white light when it is donned.

A suit of armor that has this property creates a backlash of positive energy against incorporeal attackers. Any time you are hit by an incorporeal touch attack while wearing it, the armor deals 1d6 points of damage to the attacker (with no miss chance for incorporealness).

Prerequisites: Craft Magic Arms and Armor, *ectoplasmic feedback* (*SC* 78).

Cost to Create: Varies.

ECTOPLASMIC WALL

Price: +2 bonus
Property: Shield
Caster Level: 11th
Aura: Moderate; (DC 20) conjuration
Activation: Standard (command)

Composed of a substance so pale as to be transparent, this shield has four protrusions around the rim that hold it off the ground even when it is laid face down.

When you activate a shield that has this property and drop it at your feet, a wall of ectoplasm comes into being, as though created by the *wall of ectoplasm* psionic power. The wall has an area of up to ten 10-foot squares or forms a sphere or hemisphere with a radius of up to 10 feet. The shield is the point of origin for the effect. Once created, the wall is stationary.

The wall of ectoplasm is 2 inches thick and has 20 hit points and hardness 5. The Strength check DC to break through the wall is 19. The wall can be dispelled, but checks to dispel it are made with a –4 penalty. Spells, powers, and most effects can't pass through the opaque wall, nor can ethereal creatures, but it doesn't block teleportation.

The ectoplasmic wall property functions once per day; the effect lasts for 7 rounds or until you pick up the shield.

Prerequisites: Craft Magic Arms and Armor, *wall of iron* or *wall of ectoplasm* (*EPH* 140).

Cost to Create: Varies.

ENERGY DEFENSE [SYNERGY]

Price: +1 bonus
Property: Armor or shield
Caster Level: 10th
Aura: Moderate; (DC 20) evocation
Activation: Immediate (command)
Synergy Prerequisite: Energy resistance, improved energy resistance, or greater energy resistance

This item bears a stylized elemental motif. However, its flanges and spikes indicate that it has some offensive capability as well.

This armor continues to give you the benefit of its prerequisite property. In addition, while wearing or using this kind of armor or shield, you can wreathe it in the type of energy specified by its energy resistance. While this effect is active, any creature that strikes you with a natural weapon, unarmed attack, or nonreach manufactured melee weapon deals normal damage but also takes 1d6+10 points of energy damage of the specified type.

The energy defense property functions three times per day. The effect lasts for 5 rounds or until you dismiss it (a swift action).

Prerequisites: Craft Magic Arms and Armor, *fire shield*, *resist energy*.

Cost to Create: Varies.

ENERGY IMMUNITY

Price: +2 bonus
Property: Armor or shield
Caster Level: 13th
Aura: Strong; (DC 21) abjuration
Activation: Immediate (mental)

This item is decorated with elemental motifs. No particular element is favored in the design; waves, flames, rock formations, and billows of wind are all represented equally in bright enamel.

Upon activating armor or a shield that has this property, you gain immunity to damage from one energy type of your choice (acid, cold, electricity, or fire).

Each type of energy immunity produces a corresponding minor effect that does not alter the item's function. For example, you feel a rush of warmth if the armor or shield is protecting you against cold damage, or a chill wind if it is protecting you against fire. A metallic tang fills your mouth and nostrils if electricity protection is in force, and an acrid tang pervades the air around you if acid protection has been activated.

The energy immunity property functions once per day. The effect lasts for 1 minute or until you dismiss it (a swift action).

Prerequisites: Craft Magic Arms and Armor, *protection from energy*.

Cost to Create: Varies.

FEARSOME

Price: +15,000 gp
Property: Armor or shield
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: Swift (command)

This item is dark in color, and anyone viewing it sees fleeting, grotesque images on its surface.

When you activate armor or a shield that has this property, you create an aura of terror in a 20-foot radius around yourself. Every creature in this area briefly perceives a creature from its worst nightmare instead of you, becoming panicked for 1 round. On a successful DC 16 Will save, the creature is shaken for 1 round instead.

The fearsome property functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *fear*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

FREEDOM

Price: +5 bonus
Property: Armor
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: —

This armor exudes a slick of fine oil, giving it a scintillating sheen and a pungent scent.

While wearing armor that has this property, you move and attack normally, even under circumstances that impede movement, as if affected by a *freedom of movement* spell.

Prerequisites: Craft Magic Arms and Armor, *freedom of movement*.

Cost to Create: Varies.

GHOST WARD

Price: +1 bonus
Property: Armor or shield
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: —

This item appears normal at first glance, but closer examination reveals the image of a ghostly face on its surface.

A suit of armor or shield that has this property allows you to add its enhancement bonus (but not its armor or shield bonus) to your Armor Class against touch attacks (including incorporeal touch attacks).

Prerequisites: Craft Magic Arms and Armor, *mage armor*.

Cost to Create: Varies.

GILLED

Price: +6,000 gp
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

A decorative fluted border surrounds the neck of this scale-etched armor.

A water-breathing wearer of gilled armor can breathe and speak freely in air.

Prerequisites: Craft Magic Arms and Armor, *air breathing* (SC 8).

Cost to Create: 3,000 gp, 240 XP, 6 days.

HAMMERBLOCK

Price: +2 bonus
Property: Armor or shield
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: —

The surface of this item is covered with a pattern of tiny indentations.

A hammerblock shield or suit of armor magically turns away bludgeoning weapons, such as maces and clubs. While wearing armor or carrying a shield that has this property, you gain damage reduction 5/piercing or slashing.

Prerequisites: Craft Magic Arms and Armor, *stoneskin*.

Cost to Create: Varies.

HEALING

Price: +8,000 gp
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: Swift (command) and —; see text

This armor has a faint golden sheen, and its surface is embossed with healing runes. On its breastplate is a depiction of an open eye.

When activated, armor that has this property heals you of 2d8+5 points of damage. If your hit points are reduced to –1 to –9, this effect occurs automatically, without requiring any action.

The healing property functions once per day.

Prerequisites: Craft Magic Arms and Armor, *cure moderate wounds*.

Cost to Create: 4,000 gp, 320 XP, 8 days.

HEALING, GREATER [SYNERGY]

Price: +24,000 gp
Caster Level: 15th
Aura: Strong; (DC 22) conjuration
Synergy Prerequisite: Healing

As healing armor, except that greater healing armor heals you of 3d8+15 points of damage.

The greater healing property functions twice per day.

Prerequisites: Craft Magic Arms and Armor, *cure serious wounds*.

Cost to Create: 12,000 gp, 960 XP, 24 days.

HEARTENING

Price: +2,000 gp
Property: Shield
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: Immediate (mental)

This sturdy shield is reinforced with plates and rivets but is no heavier than normal.

When activated, a heartening shield grants you 5 temporary hit points, which last up to 5 minutes. These temporary hit points don't stack with temporary hit points from any other source.

The heartening property functions two times per day.

Prerequisites: Craft Magic Arms and Armor, *false life*.

Cost to Create: 1,000 gp, 80 XP, 1 day.

LANDING

Price: +4,000 gp
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

Although rotund in form, this silvery armor is no more encumbering than usual for its type.

A suit of armor that has this property allows you to ignore any damage dealt by the first 60 feet of a fall. Regardless of how far you fall, you can always land on your feet if you so choose.

Prerequisites: Craft Magic Arms and Armor, *feather fall*.

Cost to Create: 2,000 gp, 160 XP, 4 days.

LINKED

Price: +6,000 gp
Property: Armor or shield
Caster Level: 7th
Aura: Moderate; (DC 18) divination
Activation: Standard (mental)

You sense this item's inner power more with your mind than your sight.

When you activate a suit of armor or a shield that has this property, you can form a telepathic bond with any or all known wearers of other linked items within 10 miles. Wearers can communicate telepathically through the bond even if they do not share a language. No special effect or influence is established as a result of the bond.

The linked property functions three times per day, and the effect lasts for 1 hour.

Prerequisites: Craft Magic Arms and Armor, *Rary's telepathic bond* or *mindlink* (EPH 120)

Cost to Create: 3,000 gp, 240 XP, 6 days.

MAGIC-EATING

Price: +10,000 gp
Property: Armor
Caster Level: 16th
Aura: Strong; (DC 23) abjuration
Activation: —

Spirals and reliefs of fanged mouths cover this dull-colored armor.

While wearing magic-eating armor, whenever you succeed on a saving throw against a spell that targets you, the armor heals you of 1 point of damage per level of the spell. This healing occurs after the spell takes effect.

Prerequisites: Craft Magic Arms and Armor, *spell resistance*.

Cost to Create: 5,000 gp, 400 XP, 10 days.

MANIFESTER

Price: +6,000 gp
Property: Shield
Caster Level: 6th
Aura: Moderate; (DC 18) abjuration
Activation: Free (mental)

Faintly glowing with inner power, this shield seems to invigorate you.

While using a shield that has this property, you can draw 3 power points from it to manifest a psionic power. You must use all these points on the same power, which cannot use power points from any other source.

The manifester property functions once per day.

Prerequisites: Craft Magic Arms and Armor, any 2nd-level psionic power.

Cost to Create: 3,000 gp, 240 XP, 6 days.

MASKING

Price: +40,000 gp
Property: Armor
Caster Level: 10th
Aura: Moderate; (DC 20) abjuration
Activation: —

Tendrils of dense black smoke stream from every opening in this dark armor, obscuring all detail.

Masking armor protects you and your gear from divination spells and items (such as *crystal balls*) as if you were constantly under the effect of a *nondetection* spell. Whenever a divination spell or effect is attempted against you, the caster must succeed on a DC 25 caster level check or the divination fails.

Prerequisites: Craft Magic Arms and Armor, *nondetection*.

Cost to Create: 20,000 gp, 1,600 XP, 40 days.

MENACING

Price: +30,000 gp
Property: Armor
Caster Level: 9th
Aura: Moderate; (DC 19) necromancy
Activation: Standard (command)

The realistic visage of a heavily scarred, horned demon covers much of this armor. Seemingly crafted from fiendish flesh, the armor seems merely grisly . . . until it twitches.

When you activate menacing armor, you become frightening. Any one creature (your choice) within 30 feet and with fewer HD than you must make a successful Will saving throw (DC 10 + 1/2 your HD + your Cha modifier) or be panicked for 5 rounds. A creature that succeeds on the saving throw is shaken for 1 round instead, and is immune to further uses of this property from the same suit of armor for 24 hours.

The menacing property functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *fear*.

Cost to Create: 15,000 gp, 1,200 XP, 30 days.

MINDARMOR

Price: +3,000 gp
Property: Armor or shield
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: Immediate (mental)

Constructed of seamless and tightly bound layers, this item steadies your thoughts when worn.

When activated, a suit of armor or a shield that has this property grants you a +5 bonus on Will saves to resist mind-affecting spells and abilities until the start of your next turn.

The mindarmor property functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *heroism* or *empty mind* (EPH 99).

Cost to Create: 1,500 gp, 120 XP, 3 days.

MOBILITY

Price: +1 bonus
Property: Light armor
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

This suit of light armor seems exceptionally slick and supple. An abstract tracery in a silvery metal decorates the limbs and torso.

While wearing a suit of light armor that has this property, you gain the benefit of the Mobility feat, even if you do not meet its prerequisite.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*.

Cost to Create: Varies.

NIMBLENESS

Price: +1 bonus
Property: Armor
Caster Level: 8th
Aura: Moderate; (DC 19) transmutation
Activation: —

This suit of armor looks much less restrictive than others of its type.

A suit of armor that has this property has a maximum Dexterity bonus 1 higher than normal, and its armor check penalty is reduced by 2.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*.

Cost to Create: Varies.

QUICKNESS

Price: +5,000 gp
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

This silvery armor feels light and flexible to the touch.

A suit of armor that has this property grants a +5-foot enhancement bonus to your land speed.

Prerequisites: Craft Magic Arms and Armor, *longstrider*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

RADIANT

Price: +4 bonus
Property: Armor
Caster Level: 9th
Aura: Moderate; (DC 19) abjuration
Activation: —

This armor shimmers with a variety of hues, and it feels slick to the touch.

A suit of armor that has this property grants resistance 10 against all energy attacks (acid, cold, electricity, fire, and sonic). When you are the subject of an energy attack, the armor also radiates light for a number of rounds equal to the points of damage absorbed (to a maximum of 10 rounds). This light is sufficient to brightly illuminate a 30-foot-radius area and casts shadowy illumination in a 60-foot-radius area.

If the armor absorbs more energy damage while it is radiating light, the first effect overlaps (does not stack with) the effect that was already in place. For example, if the armor absorbs 4 points of damage from one attack and another 6 points from an attack 2 rounds later, it radiates light for a total of 8 consecutive rounds (4 –2 + 6). Likewise, if the armor absorbs 10 points from one attack and another 5 points from an attack 2 rounds later, it radiates light for 10 consecutive rounds (because 8 rounds remain from the earlier effect, continuing past the end of the second effect's 5 rounds).

Prerequisites: Craft Magic Arms and Armor, *resist energy*.

Cost to Create: Varies.

RANGED

Price: +1 bonus
Property: Shield (except a tower shields)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

This streamlined, gray metallic shield is keenly balanced and features a razor-sharp edge.

While using a ranged shield, you can throw it in combat. The thrown shield has a range increment of 30 feet. While in the air, the shield is treated in all ways as a ranged weapon, and it cannot be blocked or grabbed except by those with appropriate feats. Regardless of your size, a ranged buckler or ranged light shield deals 1d6 points of slashing damage, and a ranged heavy shield deals 1d8 points. You add your Strength modifier and the shield's enhancement bonus (but not its effective bonus from this or other special properties) to this base damage.

After you have thrown it, a ranged shield flies through the air back to you. It returns just before your next turn (and is therefore ready to use again on that turn). You do not benefit from its shield bonus to AC while it is not in your possession.

Catching a ranged shield when it comes back is a free action. If you can't catch it, or if you have moved since throwing it, the shield drops to the ground in the square from which it was thrown.

Prerequisites: Craft Magic Arms and Armor, *hurl* (*SC* 117) or *far hand* (*EPH* 106).

Cost to Create: Varies.

RETALIATION

Price: +2 bonus
Property: Armor
Caster Level: 9th
Aura: Moderate; (DC 19) necromancy
Activation: —

The surface of this armor roils with pent-up energy.

A suit of armor that has this property strikes back at foes who hit hard in melee. While wearing retaliation armor, each time you take 10 or more points of damage from a single melee attack, the armor deals 1d6 points of damage to the attacker. If a single melee attack drops your hit points below 0, the armor strikes the attacker for 3d6 points of damage.

Damage from retaliation armor is treated as magic for the purpose of overcoming damage reduction.

Prerequisites: Craft Magic Arms and Armor, *symbol of pain*.

Cost to Create: Varies.

ROARING

Price: +3 bonus
Property: Armor
Caster Level: 13th
Aura: Strong; (DC 21) divination
Activation: —

The sculpted visage of a dragon adorns the chestpiece of this gleaming armor. Embellishments in the shapes of claws and draconic wings accent the rest of its intimidating appearance.

While you are wearing armor that has this property, you gain some protection from ranged attacks. Whenever you are hit by a nonmagical projectile that would deal 10 or fewer points of damage, you take no damage from that attack. The armor automatically turns back the projectile to strike the creature that fired it. Reroll the damage against the original attacker.

While you wear this armor, the embossed dragon head roars whenever battle is imminent, granting you a +4 competence bonus on initiative checks.

Prerequisites: Craft Magic Arms and Armor, *protection from arrows, true seeing*.

Cost to Create: Varies.

SOULBOUND

Price: +1 bonus
Property: Armor or shield
Caster Level: 6th
Aura: Moderate; (DC 18) abjuration
Activation: Swift (mental)

This looks like a normal item of its kind except for a faint blue sheen.

A soulbound shield or suit of armor serves as a receptacle for your essentia, much like a soulmeld does. Every point of essentia invested in the shield or armor increases its enhancement bonus to Armor Class by 1, up to a maximum enhancement bonus of +3.

Each soulbound shield or suit of armor has an essentia capacity. The maximum number of essentia points that can be invested in it equals this value or your normal essentia capacity (see Table 2–1: Essentia Capacity, *Magic of Incarnum* 19), whichever is lower.

A soulbound shield or suit of armor has a maximum essentia capacity of 2.

Chakra Bind: A soulbound shield or suit of armor grants bonuses when it is bound to a chakra, as described below. These effects function continuously, with no need for activation. See Binding Items to Chakras (*MoI* 108) for more information.

Arms: Binding a soulbound shield to your arms chakra grants you a +4 insight bonus on checks or rolls made to avoid being bull rushed or overrun, or to avoid having the item sundered.

Soul: Binding soulbound armor to your soul chakra grants you a +4 insight bonus on saves made against the attacks of creatures whose alignments are opposed to yours in any way. For example, a lawful good character would gain this bonus against the spells, spell-like abilities, and supernatural attacks of chaotic or evil creatures, while a neutral good character would gain it only against the attacks of evil creatures. Neutral characters gain no benefit from this chakra bind.

Prerequisites: Craft Magic Arms and Armor, *magic vestment*, essentia pool 2.

Cost to Create: Varies.

SOULBOUND, GREATER [SYNERGY]

Price: +2 bonus
Caster Level: 18th
Aura: Strong; (DC 24) abjuration
Synergy Prerequisite: Soulbound

This property functions as the soulbound property, except a greater soulbound shield or suit of armor has a maximum essentia capacity of 4, for a maximum enhancement bonus to AC of +5.

Prerequisites: Craft Magic Arms and Armor, *magic vestment*, essentia pool 4.

SPEARBLOCK

Price: +2 bonus
Property: Armor or shield
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: —

The surface of this item appears rough, being covered with hundreds of tiny points reminiscent of spearheads.

A spearblock shield or suit of armor magically turns away piercing weapons, such as spears and arrows. While wearing armor or carrying a shield that has this property, you gain damage reduction 5/bludgeoning or slashing.

Prerequisites: Craft Magic Arms and Armor, *stoneskin*.

Cost to Create: Varies.

SPEED

Price: +6,000 gp
Property: Armor or shield
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (mental)

This item is decorated with silvery arabesques and seems to vibrate with restless energy.

A suit of armor or shield that has this property can quicken your movements. Three times per day, you can command it to produce a haste effect on you (as the *haste* spell) that lasts for 1 round.

Prerequisites: Craft Magic Arms and Armor, *haste*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

STAMINA

Price: +500 gp
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

This armor appears sturdier than other armor of its type.

While wearing armor that has this property, you gain a +1 resistance bonus on Fortitude saving throws.

Prerequisites: Craft Magic Arms and Armor, *bear's endurance*, *resistance*.

Cost to Create: 250 gp, 20 XP, 1 day.

STAMINA, GREATER [SYNERGY]

Price: +8,000 gp
Caster Level: 15th
Aura: Strong; (DC 22) transmutation
Synergy Prerequisite: Improved stamina

As stamina, except the armor grants a +5 resistance bonus on Fortitude saving throws.

Cost to Create: 4,000 gp, 320 XP, 8 days.

STAMINA, IMPROVED [SYNERGY]

Price: +4,000 gp
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Synergy Prerequisite: Stamina

As stamina, except the armor grants a +3 resistance bonus on Fortitude saving throws.

Cost to Create: 2,000 gp, 160 XP, 4 days.

STYPTIC

Price: +1 bonus
Property: Armor
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: —

This blood-red armor is lined with a chalky substance and has an astringent scent.

While wearing armor that has this property, you do not suffer ongoing blood loss for any reason. Regardless of their source, bleeding wounds automatically close. You sustain no further hit point loss and stabilize if you are dying. In addition, you have a 25% chance to be unaffected by any blood-draining attack that depletes Constitution, such as a vampire's or stirge's blood drain ability, or the property of a wounding weapon.

Prerequisites: Craft Magic Arms and Armor, *cure critical wounds*, Heal 10 ranks.

Cost to Create: Varies.

TIME BUTTRESS

Price: +5 bonus
Property: Shield
Caster Level: 17th
Aura: Strong; (DC 23) transmutation
Activation: Standard (mental)

This magnificent platinum shield seems to pulse with an air of invincibility.

When you activate a shield that has this property, you can avoid injury by manipulating time. You are invulnerable to all attacks, spells, and powers (both harmful and helpful), beginning immediately after you activate the effect and ending at the end of your next turn.

The time buttress property functions once per day.

Prerequisites: Craft Magic Arms and Armor, *temporal stasis* or *timeless body* (*EPH* 138).

Cost to Create: Varies.

TWILIGHT

Price: +1 bonus
Property: Armor
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

This armor possesses a faint, sunset-colored sheen.

Armor that has this property is favored by elves and other characters who mix arcane magic and melee combat. A suit of twilight armor looks translucent and semi-incorporeal when donned, reducing the chance of arcane spell failure by 10%.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*.

Cost to Create: Varies.

VANISHING

Price: +3 bonus
Property: Armor or shield
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: Standard (mental)

This dull gray item appears unremarkable. Indeed, your eye easily strays from it.

A suit of armor or shield that has this property renders you and all your equipment completely imperceptible to other creatures. When you activate it, you become invisible and inaudible, and you cannot be detected by any nonmagical sensory method (including scent, hearing, tremorsense, blindsense, and the like). Once activated, this effect lasts for 3 minutes or until you attack (as defined for the purpose of the *invisibility* spell; *PH* 245). Creatures immune to mind-affecting spells and abilities can perceive you normally.

The vanishing property functions two times per day.

Prerequisites: Craft Magic Arms and Armor, *suggestion* or *cloud mind* (*EPH* 84).

Cost to Create: Varies.

VARIABLE

Price: +1 bonus
Property: Shield
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (mental)

This shield is made up of many smooth, overlapping strips.

A variable shield can change its size, becoming a buckler, light shield, heavy shield, or tower shield (sized appropriately for you) upon activation. All the rules for carrying items while using shields apply to the new shield size (see Armor Descriptions, *PH* 124).

Prerequisites: Craft Magic Arms and Armor, *shrink item*.

Cost to Create: Varies.

WOODWALK

Price: +9,000 gp
Property: Armor
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Standard (command)

This armor's surface is etched to look like a tree, with the chest serving as the trunk and lower branches, and the arms as thick boughs.

If you have the woodland stride class feature, you can activate woodwalk armor to step into a tree and exit from another, as if affected by the *tree stride* spell.

The woodwalk property functions three times per day, and the effect lasts for 1 round.

Prerequisites: Craft Magic Arms and Armor, *tree stride*.

Cost to Create: 4,500 gp, 360 XP, 9 days.

SPECIFIC ARMOR AND SHIELDS

The following suits of armor and shields are usually constructed with exactly the properties described here. You can increase the enhancement bonus of these armors and shields or add more special properties, just as you would for any other item.

The items in this section are arranged alphabetically.

ARMOR OF THE FALLEN LEAVES [RELIC]

Price (Item Level): 17,350 gp (14th)
Body Slot: Body
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: Standard (command)
Weight: 15 lb.

A riot of red, yellow, and orange leaves has been sewn together into a rigid suit of armor resembling a breastplate.

This suit of armor functions as a *+1 wild breastplate* if you are neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil. Because it is nonmetallic, wearing this armor does not violate a druid's spiritual oaths, though it has the durability of steel.

Relic Power: If you have established the proper divine connection, once per day you can cause the leaves of the armor to turn brown and scatter on the breeze. During this process, you merge with the fallen leaves and disappear. Though the leaves appear to flutter near the ground, they are actually under your disembodied control. While in this state, you can move and interact with your environment as if you were under the effect of a *gaseous form* spell. This effect lasts for up to 30 minutes or until you use a standard action to end it.

To use the relic power, you must worship Obad-Hai and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD. If you sacrifice a 6th-level divine slot (or have the True Believer feat and at least 11 HD), you can use the relic power two times per day.

Lore: The first suit of *armor of the fallen leaves* was sewn together by Ehlonna and presented as a gift to Obad-Hai (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *baleful polymorph*, *gust of wind*.

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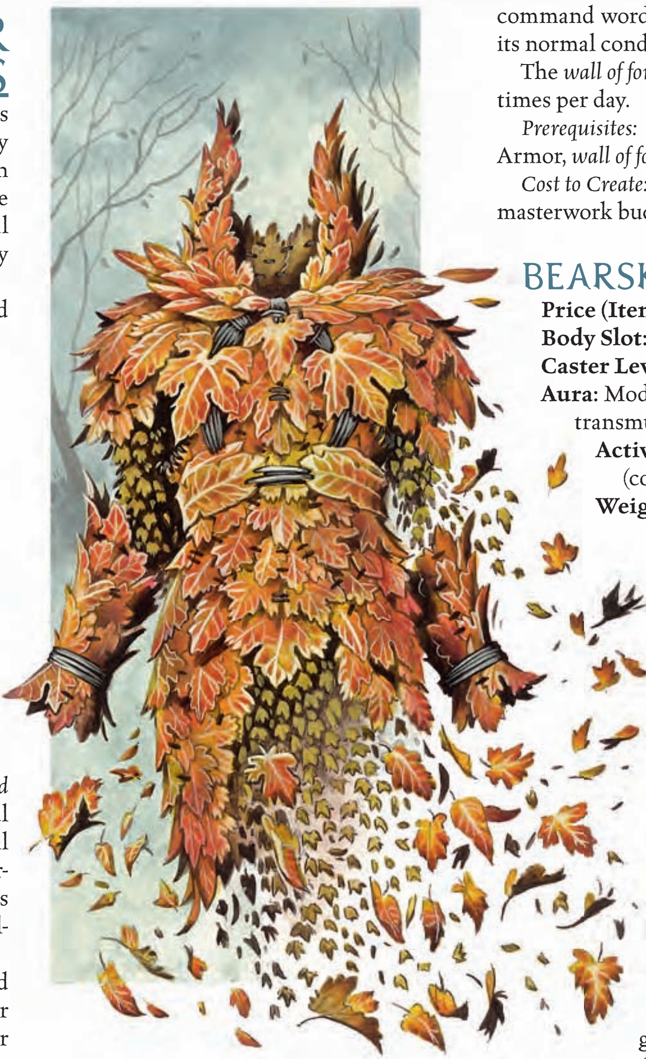

Armor of the fallen leaves

Cost to Create: 8,500 gp (plus 350 gp for masterwork breastplate), 680 XP, 17 days.

BARRICADE BUCKLER

Price (Item Level): 4,165 gp (9th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: Swift (command)
Weight: 5 lb.

This buckler is set with numerous polished green stones: one at its center, and the rest in concentric rings around it. The center stone is the smallest, with larger stones in each ring toward the buckler's edge.

By speaking the command word, you can transform this *+1 buckler* into a 5-foot-by-5-foot vertical *wall of force*. The wall persists for 1 minute or until you speak a second command word to return the buckler to its normal condition.

The *wall of force* ability functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *wall of force*.

Cost to Create: 2,000 gp (plus 165 gp for masterwork buckler), 160 XP, 4 days.

BEARSKIN ARMOR

Price (Item Level): 14,350 gp (14th)
Body Slot: Body
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: — and swift (command)
Weight: 30 lb.

Shaggy black fur, like that of a great bear, covers this metal breastplate.

While wearing this *+1 breastplate*, you gain a +2 competence bonus on grapple checks. In addition, the armor has three special properties.

Once per day, you can activate the armor to gain a +4 enhancement bonus to Constitution for 9 minutes.

Two times per day, you can activate the armor to gain the scent special quality (*MM* 314) for 5 rounds.

Three times per day on command, the armor allows you to sprout a pair of claws. These claws deal 1d6 points of damage each (assuming you are Medium) and extend your natural reach by 5 feet. You can attack with both claws as though they were primary natural weapons. Alternatively, you can use a single claw to make an attack as a natural secondary weapon (–5 on the attack roll, no effect on your other attacks). These claws last for 5 rounds.

The special properties of a suit of *bearskin armor* function normally while you are in wild shape (although it does not grant its armor bonus to AC).

Prerequisites: Craft Magic Arms and Armor, *bear's endurance*, wild shape.

Cost to Create: 7,000 gp (plus 350 gp for masterwork breastplate), 560 XP, 14 days.

DRAGONRIDER ARMOR

Price (Item Level): 18,300 gp (15th)
Body Slot: Body
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: 50 lb.

This armor seems to be made from old, worn dragon scales, which give it a pleasantly rustic look.

This suit of +1 *dragonhide full plate* is made from cast-off scales rather than the hide of a slain dragon. While wearing it, you have resistance 10 against the form of energy associated with the breath weapon of the dragon that provided the scales (such as fire, in the case of red dragonrider armor). You also gain a +5 competence bonus on Ride checks you make while riding any creature of the dragon type.

In addition, *dragonrider armor* automatically produces a feather fall effect (as the *feather fall* spell) if you fall more than 5 feet while wearing it.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*.

Cost to Create: 7,500 gp (plus 3,300 gp for dragonhide full plate), 600 XP, 15 days.

EARTHPLATE ARMOR

Price (Item Level): 41,650 gp (17th)
Body Slot: Body
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Standard (command)
Weight: 70 lb.

At first glance, this suit of full plate looks filthy and ill kept. On closer examination, you can see it is expertly crafted, and what appears to be dirt is actually the color of the metal itself. A black crystal shard is set horizontally into the front of the armor across the abdomen. Runes in the Gnome language mark its greaves and gauntlets, and the aroma of fresh earth seems to emanate from the suit.

A suit of *earthplate armor* functions as +1 *full plate*. Once per day while wearing this armor, you can activate a stoneskin effect, as the *stoneskin* spell. As long as this effect is active, you also gain tremorsense out to 5 feet (*MM* 316). Both effects last for 90 minutes or until the stoneskin effect absorbs 90 points of damage, whichever comes first.

Prerequisites: Bind Elemental (*ECS* 51) or Craft Magic Arms and Armor, *planar binding*, *stoneskin*.

Cost to Create: 20,000 gp (plus 1,650 gp for masterwork full plate), 1,600 XP, 40 days.

ELECTRIC EEL HIDE

Price (Item Level): 14,165 gp (14th)
Body Slot: Body
Caster Level: 9th
Aura: Moderate; (DC 19) abjuration
Activation: Standard (mental)
Weight: 25 lb.

This armor is made from the rubbery black hide of some finely scaled fish or eel and is slick with a thin slime.

When you activate this suit of +1 *buoyant slick hide*, it generates an electricity shield that lasts 5 rounds. Any creature that strikes you with a natural weapon, unarmed attack, or nonreach manufactured weapon takes 1d6 points of electricity damage. This shield can be activated three times per day.

In addition, while the electricity shield is active, you can make a melee touch attack to deal 5d6 points of electricity damage. If underwater, you can produce a lightning burst that deals 2d6 points of electricity damage to all other adjacent creatures. Using either of these abilities ends the electricity shield effect.

Prerequisites: Craft Magic Arms and Armor, *freedom of movement*, *grease*, *shocking grasp*.

Cost to Create: 7,000 gp (plus 165 gp for masterwork hide), 560 XP, 14 days.

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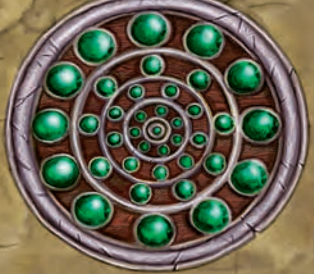
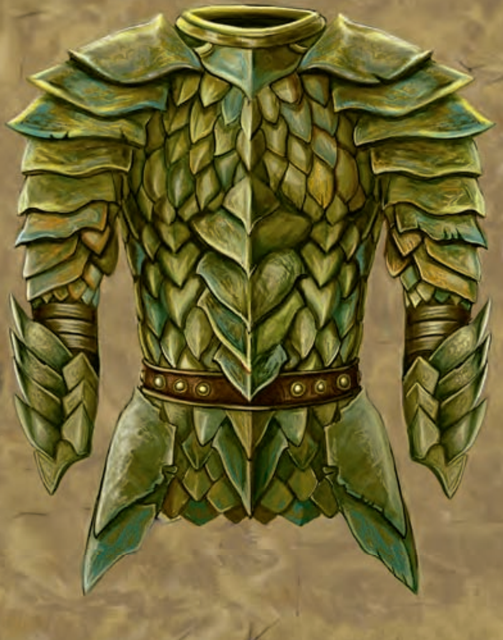
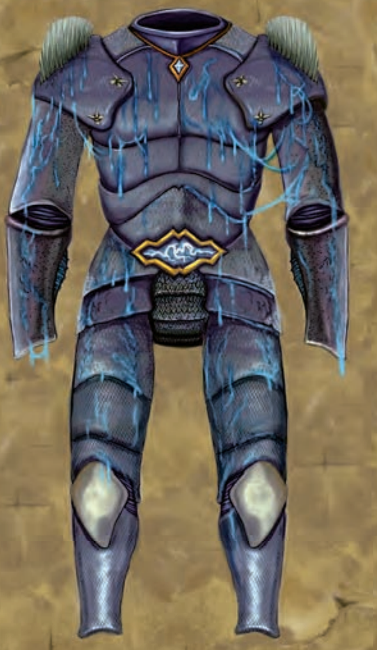
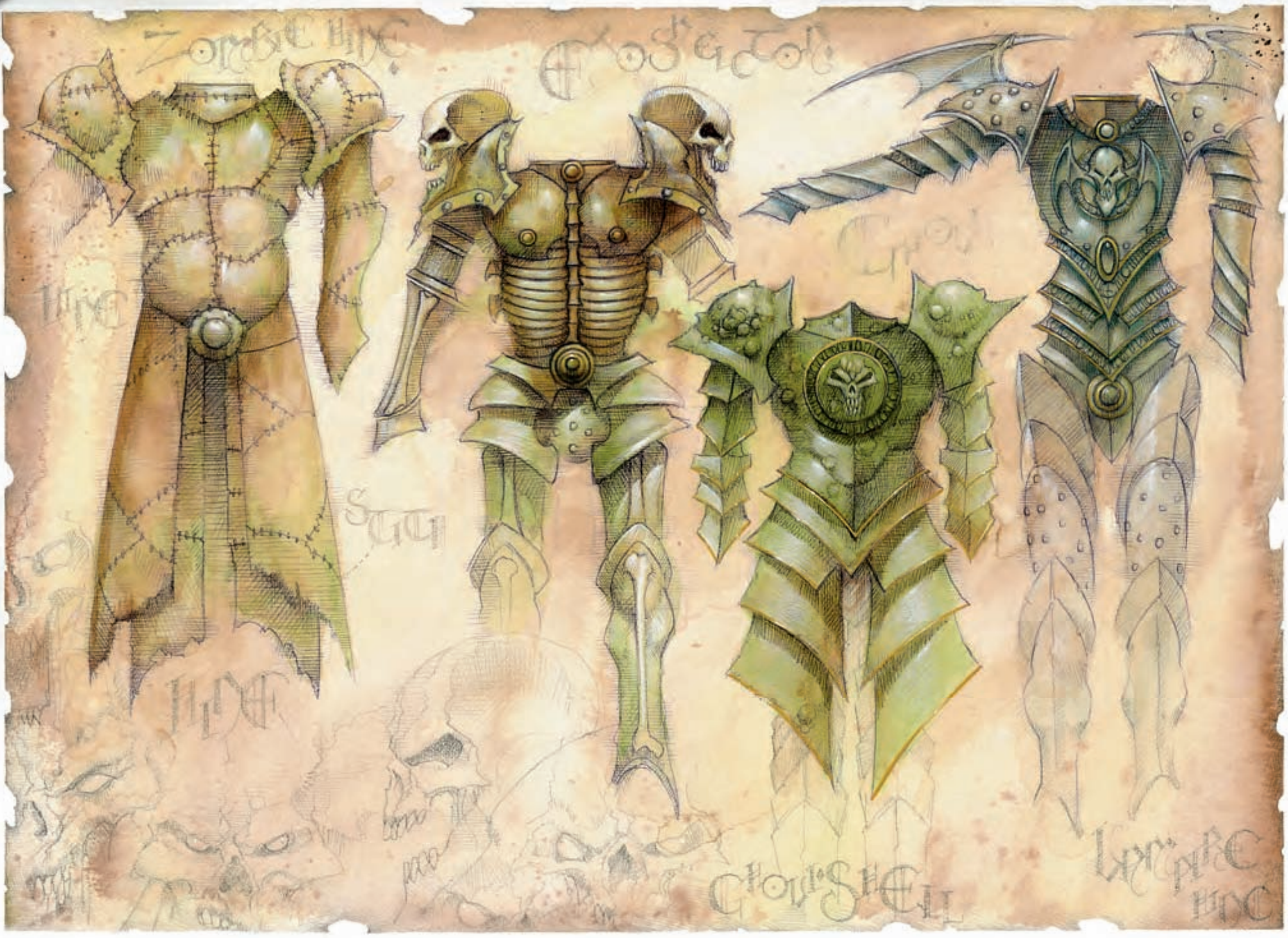

Barricade buckler


Dragonrider armor


Electric eel hide



Zombie hide armor *Exoskeleton armor* *Ghoul shell armor* *Vampire hide armor*

Illus. by W. England

EXOSKELETON ARMOR

Price (Item Level): 21,350 gp (15th)
Body Slot: Body
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: —
Weight: 30 lb.

Prepared from the remains of an animated skeleton, this armor covers the upper body with a white, riblike structure that resembles bleached bones. Large skulls serve as epaulets.

A suit of *exoskeleton armor* provides protection as a *+1 breastplate* and grants you damage reduction 5/bludgeoning while you wear it.

Prerequisites: Craft Magic Arms and Armor, *animate dead*, Knowledge (religion) 5 ranks.

Cost to Create: 10,500 gp (plus 350 gp for masterwork breastplate), 840 XP, 21 days.

FOXHIDE ARMOR

Price (Item Level): 10,160 gp (13th)
Body Slot: Body
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: — and swift (command)
Weight: 15 lb.

This subtly crafted leather armor seems to have been formed from the hide of a single large fox, patches of red fur adorning many of the armor's curves and ridges.

While wearing this suit of *+1 leather,* you gain a +2 competence bonus on Hide and Move Silently checks. In addition, the armor has three other special properties.

Once per day, you can activate the armor to gain a +4 enhancement bonus to Intelligence for 9 minutes.

Two times per day, you can activate the armor to gain the scent special quality (*MM* 314) for 5 rounds.

Three times per day, you can activate the armor to gain the benefit of a *pass without trace* spell. While this effect is active, you can move through undergrowth at your normal speed without taking damage or suffering any other impairment (as the druid's woodland stride class feature). This effect lasts for 1 hour.

The special properties of a suit of *foxhide armor* function normally while you are in wild shape (although it does not grant its armor bonus to AC).

Prerequisites: Craft Magic Arms and Armor, *fox's cunning, pass without trace,* wild shape.

Cost to Create: 5,000 gp (plus 160 gp for masterwork leather), 400 XP, 10 days.

GHOUL SHELL ARMOR

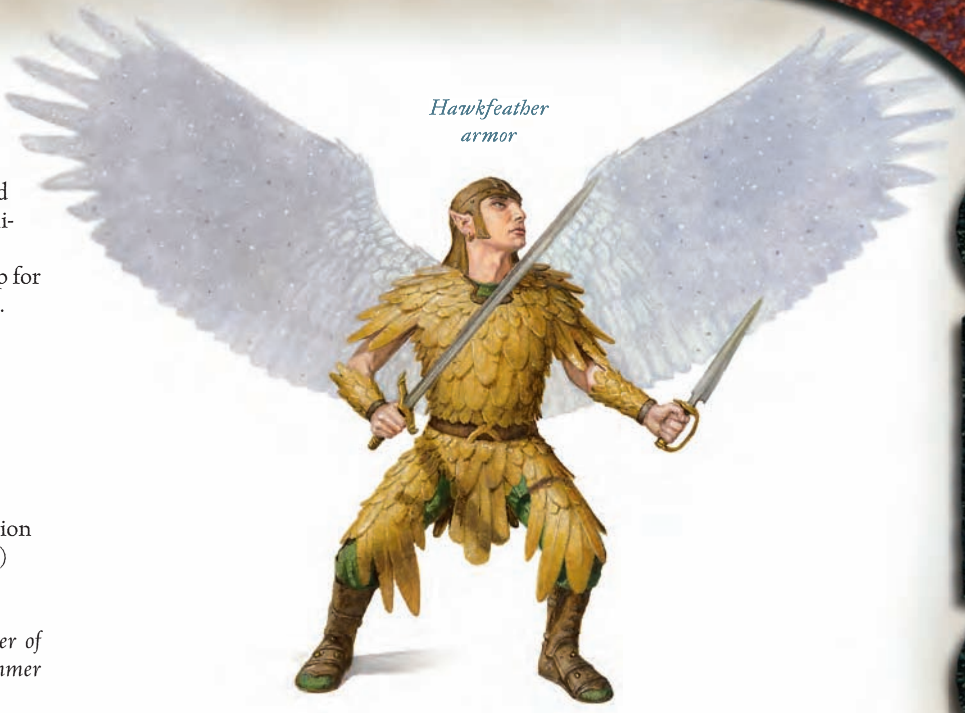
Price (Item Level): 10,160 gp (13th)
Body Slot: Body
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: Standard (mental)
Weight: 15 lb.

This armor consists of shaped and fitted sections of ghoul flesh sewn together to cover the entire body, except for the head, hands, and feet. A gaunt face is emblazoned on the chestpiece.

This suit of *+1 leather* allows you to make up to three touch attacks per day that replicate the *ghoul touch* spell (Fort DC 15 negates).

Prerequisites: Craft Magic Arms and Armor, *create undead*, Knowledge (religion) 5 ranks.

Cost to Create: 5,000 gp (plus 160 gp for masterwork leather), 400 XP, 10 days.



Hawkfeather armor

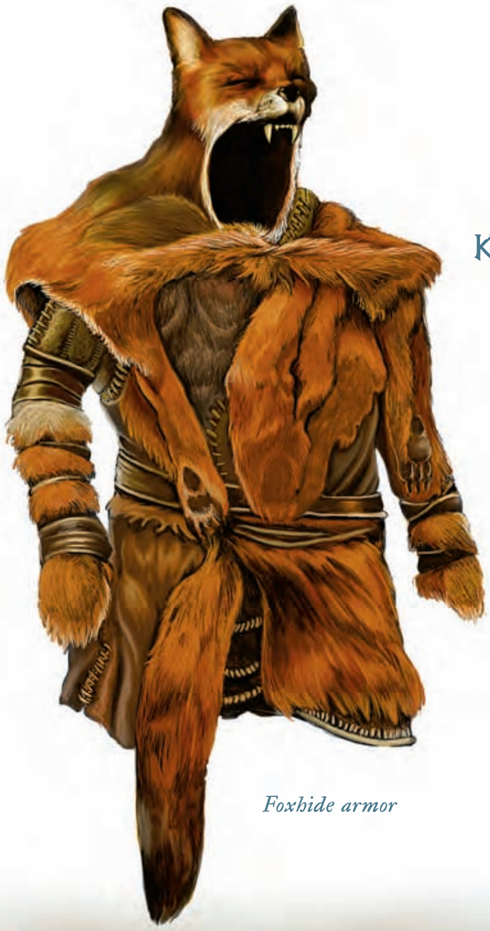
HAWKFEATHER ARMOR

Price (Item Level): 12,175 gp (13th)
Body Slot: Body
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: — and swift (command)
Weight: 20 lb.

This suit of armor is covered by a layer of gigantic golden feathers that seem to shimmer in even the dimmest light.

While wearing this *+1 studded leather* armor, you gain a continuous +5 competence bonus on Spot checks. In addition, the armor has two other special abilities.

Once per day, you can activate the armor to gain a +4 enhancement bonus to your Charisma for 9 minutes.



Foxhide armor

Three times per day, you can cause the armor to sprout wings, allowing you to fly at a speed of 60 feet (good maneuverability) for 5 rounds.

The special properties of a suit of *hawkfeather armor* function normally while you are in wild shape (although it does not grant its armor bonus to AC). This armor includes no metal parts, and thus druids are not prohibited from wearing it.

Prerequisites: Craft Magic Arms and Armor, *eagle's splendor*, wild shape.

Cost to Create: 6,000 gp (plus 175 gp for masterwork studded leather), 480 XP, 12 days.

KYTON ARMOR

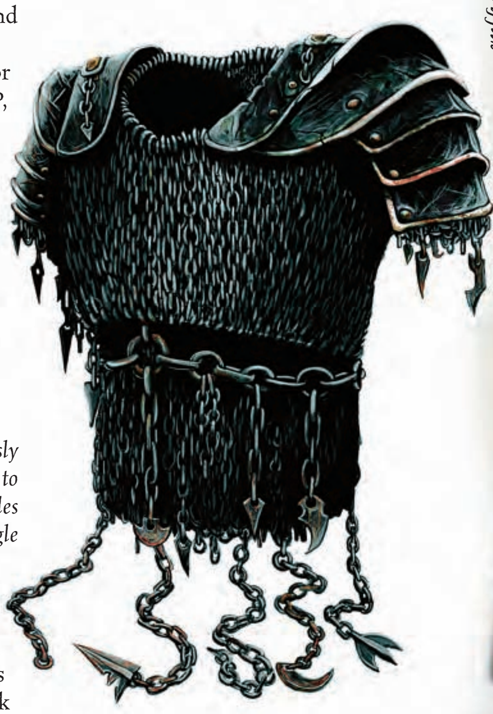
Price (Item Level): 13,100 gp (14th)
Body Slot: Body
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: Swift (command)
Weight: 12 lb.

This armor of black chain links has obviously seen heavy use: Five long lengths of chain, to which nasty-looking barbs and small blades are affixed, have unraveled and now dangle free from the bottom of the chest piece.

This suit of armor functions as a *+1 mithral shirt.* When you activate it, one of the five dangling chains makes one melee attack (using your base attack bonus) against an adjacent creature of your choice. The chain deals 1d6 points of bludgeoning damage (no Str bonus on damage), and is treated as a magic weapon with an enhancement bonus equal to the armor's enhancement bonus to AC.

Prerequisites: Craft Magic Arms and Armor, *animate objects*.

Cost to Create: 6,000 gp (plus 1,100 gp for mithral shirt), 480 XP, 12 days.



Kyton armor

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MILLENNIAL CHAINMAIL [RELIC]

Price (Item Level): 8,150 gp (12th)
Body Slot: Body
Caster Level: 20th
Aura: Strong; (DC 25) conjuration
Activation: —
Weight: 20 lb.

This suit of armor feels like mithral chainmail to the touch, but its minuscule rings are a pale green color that turn brighter when exposed to the sun.

If you are chaotic good, chaotic neutral, or neutral good, *millennial chainmail* functions as *+1 mithral chainmail* while you wear it. It is considered light armor and has a maximum Dexterity bonus of +8, an armor check penalty of –2, and an arcane spell failure chance of 15%.

Relic Power: If you have established the proper divine connection, a suit of *millennial chainmail* painlessly extends tiny green roots into your skin when you don it. This effect grants you fast healing 3 as long as you are in brighter than shadowy illumination.

To use the relic power, you must worship Corellon Larethian and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD.

Lore: The original suit of *millennial chainmail* was created by a dryad cleric for her lover, an elf hero who kept the surrounding woodlands safe. Upon the elf's death, the armor was consecrated to Corellon Larethian, who duplicated it for several of his chosen heroes (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *regenerate*.

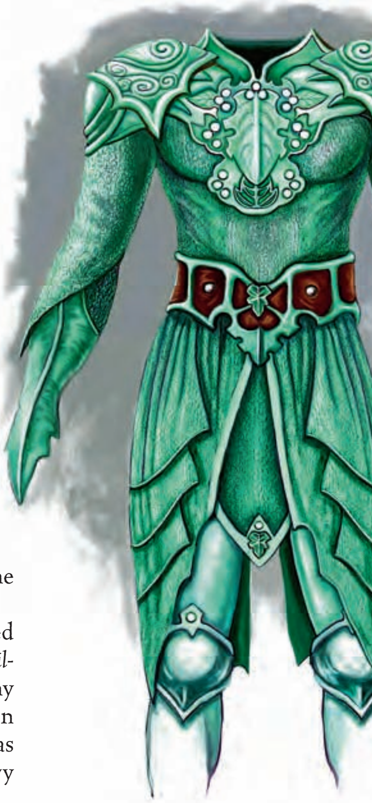
Cost to Create: 2,000 gp (plus 4,150 gp for mithral chainmail), 160 XP, 4 days.

MITHRALMIST SHIRT

Price (Item Level): 3,400 gp (8th)
Body Slot: Body
Caster Level: 6th
Aura: Moderate; (DC 18) conjuration
Activation: Swift (mental)
Weight: 10 lb.

This delicate-looking chain shirt is forged from a silver-white mithral alloy that gleams like starlight.

Up to seven times per day, you can activate this *+1 mithral shirt* to fill your space with a billowing silver mist. This gleaming fog grants you concealment against attacks but does not interfere with your vision. The mist lasts for 1 minute per activation, and it remains in the space where you activated the effect (it doesn't move with you if you leave that space).



Millennial chainmail

Illus. by D. Griffith

Prerequisites: Craft Magic Arms and Armor, *obscuring mist*.

Cost to Create: 1,150 gp (plus 1,100 gp for mithral shirt), 92 XP, 3 days.

OVERHEAD SHIELD

Price (Item Level): 24,170 gp (15th)
Body Slot: — (held)
Caster Level: 10th
Aura: Moderate; (DC 20) evocation
Activation: Standard (command)
Weight: 15 lb.

This whitewashed circular shield has a flat, perfectly smooth face interrupted only by a small blue rectangular crystal set into its exact center.

Once per day, you can raise this *+1 heavy steel shield* skyward and command a horizontal *wall of force* into existence. The *wall of force* has a 20-foot radius and hovers 5 feet above you, remaining above you as you move. It blocks all attacks from above, including catapult missiles and indirect fire (PH2 161). The *wall of force* lasts as long as you concentrate, up to a maximum of 10 rounds. Because you must keep your shield arm raised while the *wall of force* is active, you gain no benefit to AC from this shield for the duration of the effect.

Prerequisites: Craft Magic Arms and Armor, *wall of force*.

Cost to Create: 12,000 gp (plus 170 gp for masterwork heavy steel shield), 960 XP, 24 days.

OWLFEATHER ARMOR

Price (Item Level): 8,160 gp (12th)
Body Slot: Body
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: — and swift (command)
Weight: 15 lb.

A layer of white down and long gray owl feathers covers this strange leather armor. Affixed to the matching helm are a pair of sweeping, feathery horns.

While wearing this *+1 leather*, you gain a +2 competence bonus on Listen and Move Silently checks. In addition, the armor has three other special abilities.

Once per day, you can activate the armor to gain a +4 enhancement bonus to Wisdom for 9 minutes.

Twice per day, you can activate the armor to gain a +5 competence bonus on Spot checks for 10 minutes; this effect functions only while in shadowy illumination.

Three times per day, you can cause the armor to sprout wings, allowing you to fly at a speed of 40 feet (good maneuverability) for 5 rounds.

The special properties of a suit of *owlfeather armor* function normally while you are in wild shape (although it does not grant its armor bonus to AC).

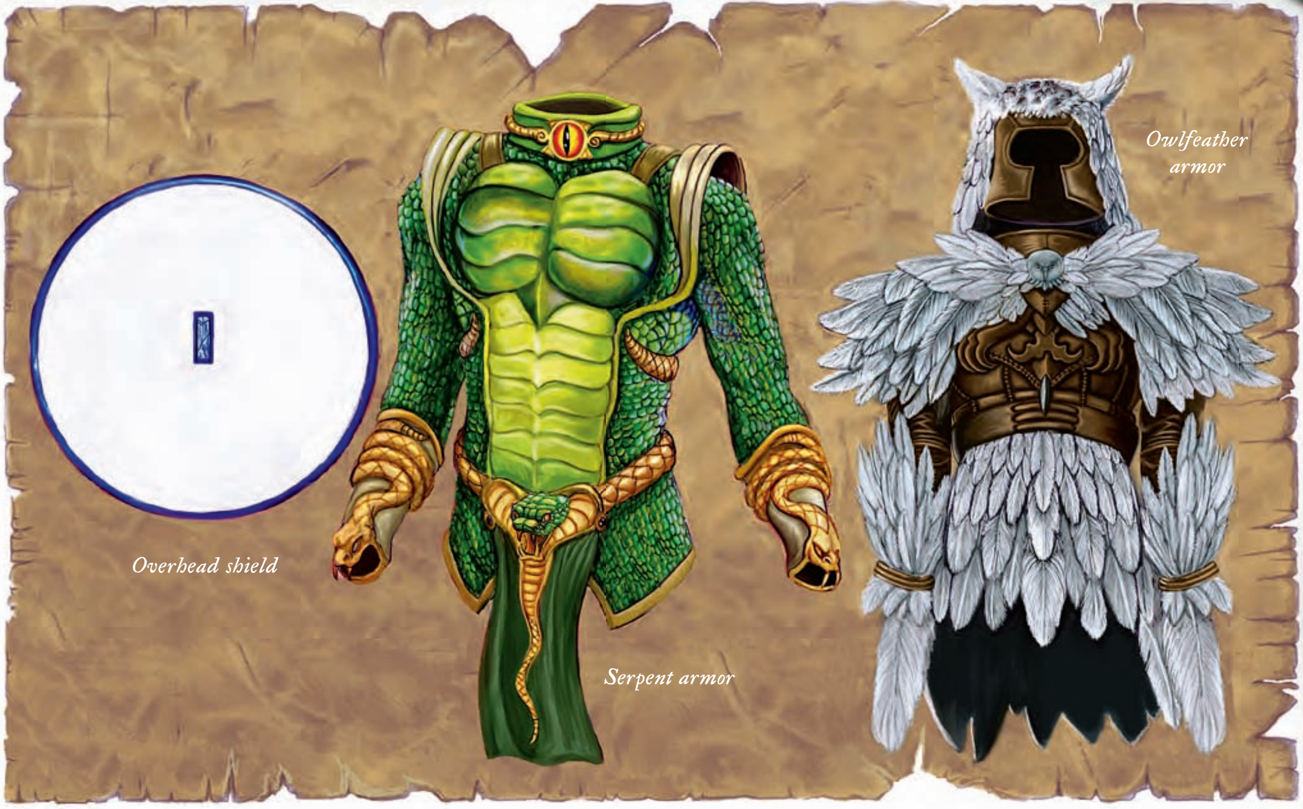
Prerequisites: Craft Magic Arms and Armor, *owl's wisdom*, wild shape.

Cost to Create: 4,000 gp (plus 160 gp for masterwork leather), 320 XP, 8 days.

SERPENT ARMOR

Price (Item Level): 12,160 gp (13th)
Body Slot: Body
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: 15 lb.

This suit of armor looks to have been made from the deep green scales of some giant snake. A serpentine motif gives the armor's gauntlets



Overhead shield

Serpent armor

Owlfeather armor

Illus. by D. Griffith

the appearance of fanged reptilian heads. Its belt looks like a coiled snake, and a gemlike slitted eye stares out from the gorget.

This *+1 leather* provides you with a +1 resistance bonus on Reflex saving throws. While you wear it, you gain the benefit of the Combat Reflexes feat.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*.

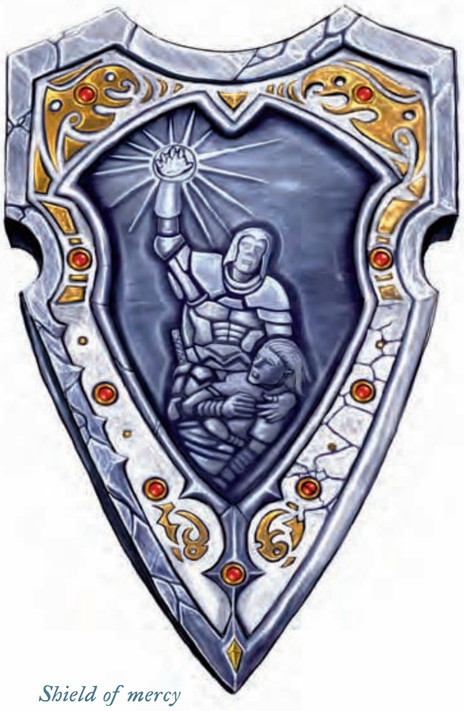
Cost to Create: 6,000 gp (plus 160 gp for masterwork leather), 480 XP, 12 days.

SHIELD OF MERCY

Price (Item Level): 2,170 gp (6th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) conjuration, transmutation
Activation: Standard (command)
Weight: 15 lb.

This finely crafted shield is engraved with the image of a holy warrior healing a wounded beggar.

A *shield of mercy* functions as a *+1 heavy steel shield* and also allows you to channel your destructive power into healing. You can expend a smite attempt (such as from a paladin's smite evil class feature or the granted power of the Destruction domain) to heal a creature by touch. The touched creature is healed of a number of points of damage equal to the extra damage that you would have dealt with the smite attack. For example, a 10th-level paladin could expend one use of her smite evil ability to heal 10 points of damage.



Shield of mercy

If you also wear a magic item that grants an enhancement bonus to your Wisdom score, you add the item's bonus to the amount of damage healed by the *shield of mercy*. For example, if the 10th-level paladin described above also wore a *periapt of Wisdom +2*, each use of smite evil she expended would heal 12 points of damage.

Prerequisites: Craft Magic Arms and Armor, *cure moderate wounds*, *owl's wisdom*.

Cost to Create: 1,000 gp (plus 170 gp for masterwork heavy steel shield), 80 XP, 2 days.

SHIELD OF THE RESOLUTE [RELIC]

Price (Item Level): 5,520 gp (10th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) necromancy
Activation: —
Weight: 7 lb.

This shield is made from hundreds of strips of mithral, each a different size, color, and texture, riveted together in a patchwork design. Like other mithral shields, it is unusually light for its size.

Despite its motley appearance, a *shield of the resolute* is a bulwark of defense. It functions as a *+1 light fortification heavy mithral shield*, provided that you are lawful good, neutral good, or lawful neutral.

Relic Power: If you have established the proper divine connection, a *shield of the resolute* terrorizes enemies of the dwarves. Every goblinoid and giant within 30 feet of you that gazes upon the shield must succeed on a DC 17 Will save or be shaken (if its Hit Dice are equal to or greater than yours) or frightened (if it has fewer Hit Dice than you do) for 2 rounds. This effect functions like a gaze attack, so the saves must be made at the beginning of each affected creature's turn every round, unless it takes measures to avoid seeing the shield (see *DMG* 294 for gaze attack rules). Unlike with a true gaze attack, you can't use a standard action on your turn to use this effect against a creature. Once a creature has failed the save, the shield's power has no further effect on that creature for 24 hours.

To use the relic power, you must worship Moradin and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

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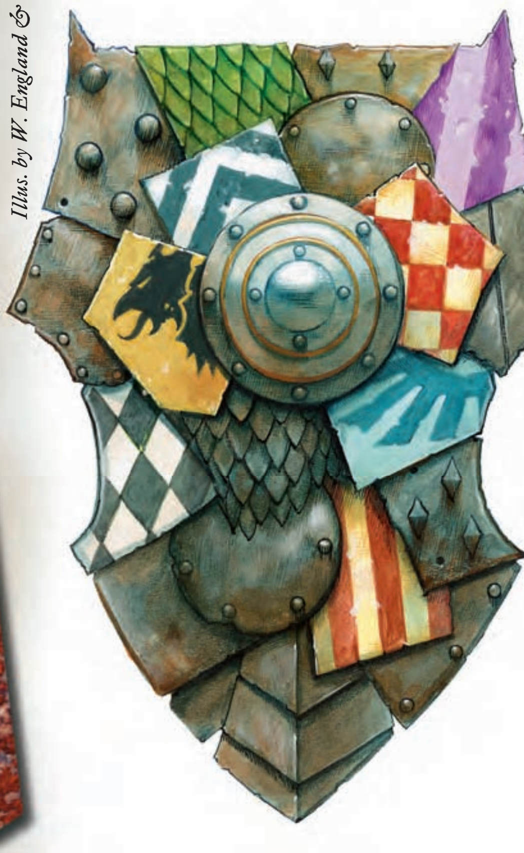


Shield of the resolute

Lore: *Shields of the resolute* are said to be assembled from pieces of the shields carried by dwarves who fell in battle defending their homelands. When the Soul Forger gathers their souls, he creates these shields in his forge in remembrance of their valor (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *fear, limited wish* or *miracle.*

Cost to Create: 2,250 gp (plus 1,020 gp for heavy mithral shield), 180 XP, 5 days.

SHIELD OF THE SEVERED HAND [RELIC]

Price (Item Level): 4,657 gp (9th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) evocation
Activation: Immediate (command)
Weight: 10 lb.

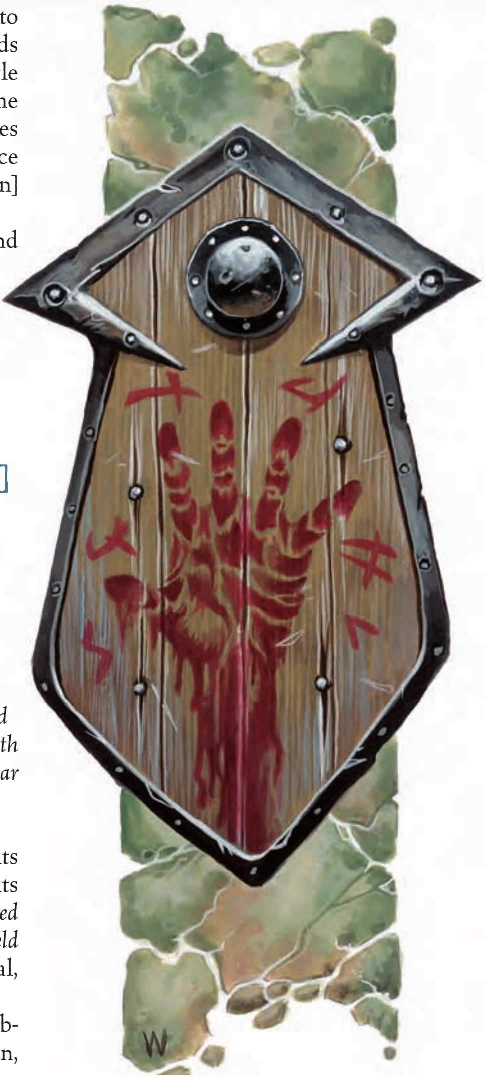
This heavy wooden shield is emblazoned with a gory handprint and decorated with bloody symbols. The bloody marks appear fresh and wet.

This gory item is favored by orcs for its shock value to enemies, as well as for its special properties. A *shield of the severed hand* functions as a *+2 heavy wooden shield* if you are chaotic evil, chaotic neutral, or neutral evil.

Relic Power: If you have established the proper divine connection, you can activate this shield to make an immediate bull rush attempt (with a +4 bonus on the Strength check) against an adjacent opponent that has just attacked you in melee. This action does not provoke an attack of opportunity from that opponent. You can't fall prone during this attempt, and you can't follow the opponent if you push it back.

To use the relic power, you must worship Gruumsh and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD.

Lore: The original *shield of the severed hand* was created when an orc warrior chopped off the hand of an elf king and mounted it on his shield. Upon the warrior's death, the shield was placed on his blazing funeral pyre. Afterward, it was found intact amid the ashes, still bearing the palm print of its grisly burden (Knowledge [religion] DC 20).



Shield of the severed hand

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *Bigby's forceful hand.*

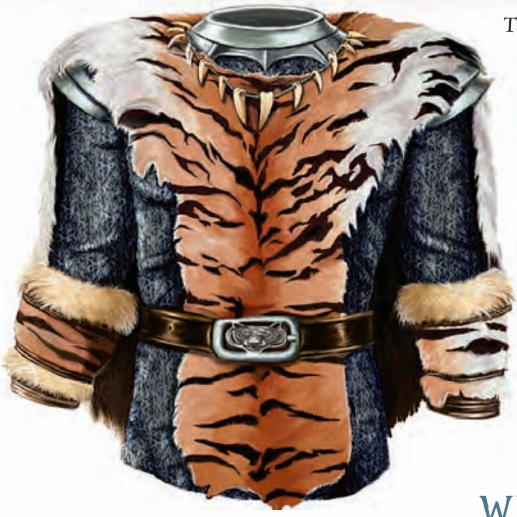
Cost to Create: 2,250 gp (plus 157 gp for masterwork heavy wooden shield), 180 XP, 5 days.

TIGERSKIN ARMOR

Price (Item Level): 17,100 gp (14th)
Body Slot: Body
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: — and swift (command)
Weight: 25 lb.

Striped fur, smelling thickly of some great beast, covers this chain shirt.

While wearing this *+1 mithral shirt*, you gain a +2 competence bonus on Climb, Hide, Jump, and Move Silently checks.



Tigerskin armor

In addition, the armor has three other special abilities.

Once per day, you can activate the armor to gain a +4 enhancement bonus to Dexterity for 9 minutes.

Two times per day, you can activate the armor to gain the scent special quality (*MM* 314) for 5 rounds.

Three times per day on command, the armor allows you to sprout a pair of claws. These claws deal 1d4 points of damage each (assuming you are Medium) and extend your natural reach by 5 feet. You can attack with both claws as though they were primary natural weapons. Alternatively, you can use a single claw to make an attack as a natural secondary weapon (–5 on the attack roll, no effect on your other attacks). If you charge a foe, you can attack with both claws at the end of the charge. These claws last for 5 rounds.

The special properties of a suit of *tigerskin armor* function normally while you are in wild shape (although it does not grant its armor bonus to AC). Despite its mithral construction, druids are not prohibited from wearing this armor.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*, wild shape.

Cost to Create: 8,000 gp (plus 1,100 gp for mithral shirt), 640 XP, 16 days.

VAMPIRE HIDE ARMOR

Price (Item Level): 21,175 gp (17th)
Body Slot: Body
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: —
Weight: 30 lb.

This armor is prepared from a single layer of vampire skin and decorated with flanges and spikes. A gaunt, skull-like face with bat wings at the temples decorates the chestpiece.

In addition to providing the protective qualities of *+1 studded leather*, a suit of *vampire hide armor* grants you damage reduction 5/silver or magic.

Prerequisites: Craft Magic Arms and Armor, *create undead*, Knowledge (religion) 5 ranks.

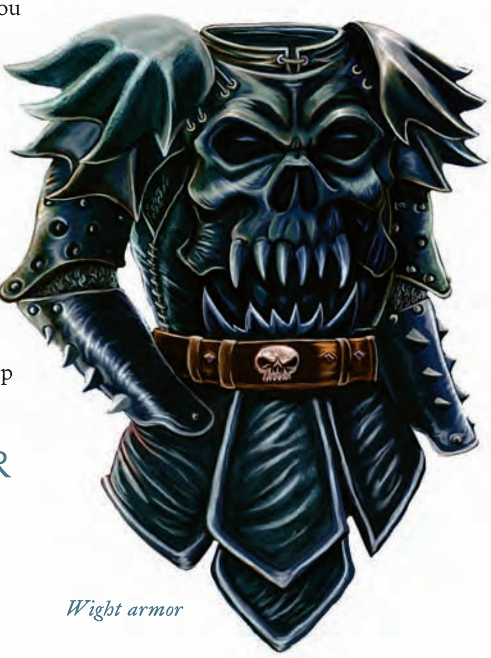
Cost to Create: 10,500 gp (plus 175 gp for masterwork studded leather), 840 XP, 21 days.

WIGHT ARMOR

Price (Item Level): 14,175 gp (14th)
Body Slot: Body
Caster Level: 6th
Aura: Moderate; (DC 18) transmutation
Activation: Standard (command)
Weight: 20 lb.

On the breast of this black studded leather armor is the image of an oversized skull gnashing its pointed teeth. Severe edges give the armor a decidedly intimidating appearance.

When you activate this *+1 shadow studded leather*, it makes a single touched creature or yourself imperceptible to undead (as if affected by the *hide from undead* spell). That creature also gains darkvision out to 60 feet while so affected.



Wight armor

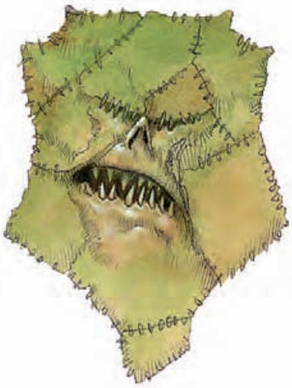
This property functions three times per day, and the effect lasts for 1 hour.

Prerequisites: Craft Magic Arms and Armor, *darkvision*, *hide from undead*.

Cost to Create: 7,000 gp (plus 175 gp for masterwork studded leather), 560 XP, 14 days.

WIGHT HIDE SHIELD

Price (Item Level): 9,159 gp (12th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: —
Weight: 6 lb.



Wight hide shield

This shield is covered in the hide of a wight, and in its center is a grotesque mockery of a humanoid face. When held, it seems to throb and pulse with unholy hunger.

A *wight hide shield* functions as a *+1 light steel shield*. When you use a shield bash attack with a *wight hide shield* to deal damage to a living creature, the target must succeed on a DC 14 Fortitude save or gain one negative level (see *PH* 125 for rules on shield bash attacks).

A *wight hide shield* can bestow no more than three negative levels per day.

Prerequisites: Craft Magic Arms and Armor, *create undead*, Knowledge (religion) 5 ranks.

Cost to Create: 4,500 gp (plus 159 gp for masterwork light steel shield), 360 XP, 9 days.

Illus. by W. England & D. Griffith

WRAPPED TOWER

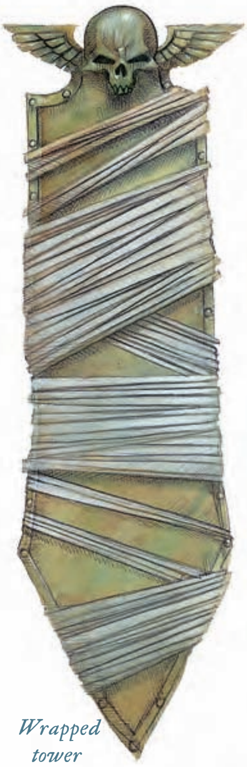
Price (Item Level): 6,180 gp (10th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: Immediate (command)
Weight: 45 lb.

This tower shield is partially swathed in the funerary wrappings of a mummy. Atop it is a crest modeled to depict the creature's horrifying, unwrapped visage.

Once per day while using this *+1 tower shield* to gain total cover (PH 125), you can activate its special property. At your command, the mere sight of the shield's mummylike facade requires each viewer in front of it to succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds.

Prerequisites: Craft Magic Arms and Armor, *create undead*, Knowledge (religion) 5 ranks.

Cost to Create: 3,000 gp (plus 180 gp for masterwork tower shield), 240 XP, 6 days.



Wrapped tower

Illus. by W. England

ZOMBIE HIDE ARMOR

Price (Item Level): 16,165 gp (14th)
Body Slot: Body
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: —
Weight: 25 lb.

This armor is prepared from a single layer of pieced and stitched zombie skin. Sections of the flesh appear rotted and torn.

This suit of *+1 hide* grants you damage reduction 5/slashing. Though the armor sports various holes and rents, these imperfections in no way compromise its integrity.

Prerequisites: Craft Magic Arms and Armor, *animate dead*, Knowledge (religion) 5 ranks.

Cost to Create: 8,000 gp (plus 165 gp for masterwork hide), 640 XP, 16 days.

ARMOR AND SHIELD AUGMENT CRYSTALS

Augment crystals are a new category of magic item. See page 221 for details on how they function.

CLASP OF ENERGY PROTECTION

Price (Item Level): 500 gp (3rd) (least), 1,500 gp (5th) (lesser), or 3,000 gp (7th) (greater)
Body Slot: — (shield crystal)
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: —
Weight: —

Fire Protection

This fiery red crystal is slightly warm to the touch.

Cold Protection

This icy clear crystal is covered in a thin layer of frost.

Acid Protection

This hazy green crystal hisses faintly when exposed to the open air.

Electricity Protection

This brilliant blue-white crystal crackles with static discharge when touched.

Sonic Protection

This deep purple crystal gives off a faint hum, and rings with a sonorous chime when tapped.

A *crystal of energy protection* protects against a specific form of energy: acid, cold, electricity, fire, or sonic.

Least: This augment crystal grants resistance 5 to the designated energy type. Once the crystal has prevented a total of 25 points of energy damage, it becomes inert until the following day.

Lesser: As above, except the crystal grants resistance 10, up to a maximum of 50 points per day.

Greater: As above, except the crystal grants resistance 15, up to a maximum of 75 points per day.

Prerequisites: Craft Magic Arms and Armor, *resist energy*.

Cost to Create: 250 gp, 20 XP, 1 day (least); 750 gp, 60 XP, 2 days (lesser); 1,500 gp, 120 XP, 3 days (greater).

CRYSTAL OF ADAMANT ARMOR

Price (Item Level): 300 gp (2nd) (least), 1,400 gp (5th) (lesser), or 3,400 gp (8th) (greater)
Body Slot: — (armor or shield crystal)
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: —

This clasp holds a small diamond orb with a sphere of steel at its center.

A *crystal of adamant armor* strengthens your armor or shield against damage.

Least: This augment crystal improves the hardness of a suit of armor or shield by 2.

Lesser: This augment crystal improves the hardness of a suit of armor or shield by 5.

Greater: This augment crystal improves the hardness of a suit of armor or shield by 10.

Prerequisites: Craft Magic Arms and Armor, *diamondsteel* (SC 64).

Cost to Create: 150 gp, 12 XP, 1 day (least); 700 gp, 56 XP, 2 days (lesser); 1,700 gp, 136 XP, 4 days (greater).

CRYSTAL OF ADAPTATION

Price (Item Level): 500 gp (3rd) (least); 1,500 gp (5th) (lesser); or 3,000 gp (7th) (greater)
Body Slot: — (armor crystal)
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: —
Weight: —

This bright green, circular crystal is pleasantly warm to the touch.

A *crystal of adaptation* protects you from hostile environments, both terrestrial and extraplanar.

Least: This augment crystal protects you from temperature extremes as an *endure elements* spell.

Lesser: As the least crystal, and you are also protected from all alignment traits of any plane (DMG 149).

Greater: As the lesser crystal, and you are also protected from the positive-dominant and negative-dominant traits of any planes (*DMG* 149).

Prerequisites: Craft Magic Arms and Armor, *death ward, endure elements, protection from chaos/good/evil/law.*

Cost to Create: 250 gp, 20 XP, 1 day (least); 750 gp, 60 XP, 2 days (lesser); 1,500 gp, 120 XP, 3 days (greater).

CRYSTAL OF AQUATIC ACTION

Price (Item Level): 250 gp (2nd) (least), 1,000 gp (4th) (lesser), or 3,000 gp (7th) (greater)
Body Slot: — (armor crystal)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: —

This sea-green crystal always feels moist to the touch.

A *crystal of aquatic action* aids the wearer while underwater.

Least: Any armor bearing this augment crystal does not impose an armor check penalty on your Swim checks.

Lesser: As the least crystal, and you also gain a Swim speed equal to one-half your land speed (round down to the next 5-foot increment).

Greater: As the lesser crystal, and you also take no penalties on attacks or movement while underwater (as if under the effect of *freedom of movement*) and you can breathe water as easily as air.

Prerequisites: Craft Magic Arms and Armor, *freedom of movement, water breathing.*

Cost to Create: 125 gp, 10 XP, 1 day (least); 500 gp, 40 XP, 1 day (lesser); 1,500 gp, 120 XP, 3 days (greater).

CRYSTAL OF ARROW DEFLECTION

Price (Item Level): 500 gp (3rd) (least), 2,500 gp (7th) (lesser), or 5,000 gp (9th) (greater)
Body Slot: — (shield crystal)
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: —
Weight: —

This blue sapphire is cut into a large cabochon. It contains a small flint arrowhead in its center.

A *crystal of arrow deflection* protects you from ranged weapon attacks.

Least: This augment crystal grants you a +2 bonus to AC against ranged attacks.

Lesser: As the least crystal, except the bonus is +5.

Greater: As the least crystal, and you can deflect one ranged attack per round as if you had the Deflect Arrows feat.

Prerequisites: Craft Magic Arms and Armor, *shield.*

Cost to Create: 250 gp, 20 XP, 1 day (least); 1,250 gp, 100 XP, 3 days (lesser); 2,500 gp, 200 XP, 5 days (greater).

CRYSTAL OF BENT SIGHT

Price (Item Level): 500 gp (3rd)
Body Slot: — (shield crystal)
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: —
Weight: —

This small crystal is affixed to a plate of polished silver.

A *crystal of bent sight* offers a great boon to any who face creatures that have gaze attacks. When this augment crystal is attached to your shield, you can avert your eyes from a creature that has a gaze attack without suffering a miss chance on your attack rolls against that creature.

Prerequisites: Craft Magic Arms and Armor, *clairaudience/clairvoyance.*

Cost to Create: 250 gp, 20 XP, 1 day.

CRYSTAL OF GLANCING BLOWS

Price (Item Level): 500 gp (3rd) (least), 3,000 gp (7th) (lesser), or 5,000 gp (9th) (greater)
Body Slot: — (armor crystal)
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: —
Weight: —

All the hues of the rainbow—and many more—shimmer and dance across the surface of this multifaceted crystal.

A *crystal of glancing blows* causes your armor to turn aside grasping attacks.

Least: This augment crystal grants you a +2 competence bonus on grapple checks to prevent a grapple from being initiated (but not any other kind of grapple check, including those to initiate or escape a grapple).

Lesser: As the least crystal, but the bonus is +5.

Greater: As the least crystal, but the bonus is +10.

Prerequisites: Craft Magic Arms and Armor, *freedom of movement.*

Cost to Create: 250 gp, 20 XP, 1 day (least); 1,500 gp, 120 XP, 3 days (lesser); 2,500 gp, 200 XP, 5 days (greater)

CRYSTAL OF LIFEKEEPING

Price (Item Level): 200 gp (2nd) (least), 1,000 gp (4th) (lesser), or 5,000 gp (9th) (greater)
Body Slot: — (armor crystal)
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: —; see text
Weight: —

This bright crystal gleams and sparkles in the light.

A *crystal of lifekeeping* wards you against necromantic and death effects.

Least: This augment crystal grants you a +1 competence bonus on saving throws against energy drain attacks, *inflict* spells, death spells, and death effects.

Lesser: As the least crystal, except the bonus is +3.

Greater: As the least crystal, except the bonus is +5. In addition, if you fail a save against any of these effects, you can choose to reroll the save as an immediate (mental) action. This ability functions once per day.

Prerequisites: Craft Magic Arms and Armor, *death ward.*

Cost to Create: 100 gp, 8 XP, 1 day (least); 500 gp, 40 XP, 1 day (lesser); 2,500 gp, 200 XP, 5 days (greater).

CRYSTAL OF MIND CLOAKING

Price (Item Level): 500 gp (3rd) (least), 4,000 gp (8th) (lesser), or 10,000 gp (12th) (greater)
Body Slot: — (armor crystal)
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: —; see text
Weight: —

This crystal is black as a clouded night sky.

A *crystal of mind cloaking* protects you against mental infiltration.

Least: This augment crystal grants you a +1 competence bonus on saving throws against mind-affecting spells and abilities.

Lesser: As above, except the crystal grants a +3 competence bonus.

Greater: As above, except the crystal grants a +5 competence bonus. In addition, if you fail a save against a mind-affecting spell or ability, you can choose to reroll the save as an immediate (mental) action. This ability functions once per day.

Prerequisites: Craft Magic Arms and Armor, *resistance.*

Cost to Create: 250 gp, 20 XP, 1 day (least); 2,000 gp, 160 XP, 4 days (lesser); 5,000 gp, 400 XP, 10 days (greater).

CRYSTAL OF SCREENING

Price (Item Level): 400 gp (2nd) (least), 1,000 gp (4th) (lesser), or 3,000 gp (7th) (greater)
Body Slot: — (armor crystal)
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: —
Weight: —

This smooth, deep blue crystal is warm to the touch.

A *crystal of screening* enhances a suit of armor with force, enabling it to protect you against the attacks of incorporeal foes.

Least: This augment crystal imposes a –2 penalty on touch attacks made against you by incorporeal creatures.

Lesser: As the least crystal, except the penalty is –5.

Greater: As the least crystal, except the penalty is –10.

Prerequisites: Craft Magic Arms and Armor, *mage armor.*

Cost to Create: 200 gp, 16 XP, 1 day (least); 500 gp, 40 XP, 1 day (lesser); 1,500 gp, 120 XP, 3 days (greater).

CRYSTAL OF STAMINA

Price (Item Level): 300 gp (2nd) (least), 900 gp (4th) (lesser), or 2,700 gp (7th) (greater)
Body Slot: — (armor crystal)
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: —; see text
Weight: —

This dull red crystal pulses in time with your heartbeat.

A *crystal of stamina* protects you from assaults against your physical health.

Least: This augment crystal grants you a +1 competence bonus on saving throws against disease and poison.

Lesser: As the least crystal, except the bonus is +3.

Greater: As the least crystal, except the bonus is +5. In addition, if you fail a save against a poison or disease effect, you can choose to reroll the save as an immediate (mental) action. This ability functions once per day.

Prerequisites: Craft Magic Arms and Armor, *neutralize poison, remove disease.*

Cost to Create: 150 gp, 12 XP, 1 day (least); 450 gp, 36 XP, 1 day (lesser); 1,350 gp, 108 XP, 3 days (greater).

IRON WARD DIAMOND

Price (Item Level): 500 gp (3rd) (least), 2,000 gp (6th) (lesser), or 8,000 gp (11th) (greater)
Body Slot: — (armor crystal)
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: —
Weight: —

This dun and ecru diamond is incredibly durable.

An *iron ward diamond* lends its toughness to armor, helping it absorb blows in combat.

Least: The least version of this augment crystal grants you damage reduction 1/—. This damage reduction stacks with similar damage reduction granted by any other source. Once the clasp has prevented a total of 10 points of damage, it becomes inert until the following day.

Lesser: As the least crystal, except that it grants damage reduction 3/— until it has prevented a total of 30 points of damage. A *lesser iron ward diamond* functions only when attached to medium or heavy armor.

Greater: As the least crystal, except that it grants damage reduction 5/— until it has prevented a total of 50 points of damage. A *greater iron ward diamond* functions only when attached to heavy armor.

Prerequisites: Craft Magic Arms and Armor, *stoneskin.*

Cost to Create: 250 gp, 20 XP, 1 day (least); 1,000 gp, 80 XP, 2 days (lesser); 4,000 gp, 320 XP, 8 days (greater).

RESTFUL CRYSTAL

Price (Item Level): 500 gp (3rd)
Body Slot: — (armor crystal)
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: —
Weight: —

This silver clasp is decorated with sparkling crystals shaped like stars.

A *restful crystal* is a great boon to any warrior who must stay always at the ready. Sleeping in armor that has this augment crystal attached does not make you fatigued.

Prerequisites: Craft Magic Arms and Armor, *sleep.*

Cost to Create: 250 gp, 20 XP, 1 day.

RUBICUND FRENZY

Price (Item Level): 500 gp (3rd) (least), 2,000 gp (6th) (lesser), or 6,000 gp (10th) (greater)
Body Slot: — (armor crystal)
Caster Level: 11th
Aura: Moderate; (DC 20) enchantment
Activation: —
Weight: —

This ruby is cut into a torus—beveled on top, flat below. It is meant to be attached to a suit of armor.

A *rubicund frenzy* drinks your blood when you are wounded, whipping you into a savage frenzy. This item functions only for living creatures.

Least: As long as your current hit point total is no greater than half your full normal hit points, this augment crystal grants you a +1 morale bonus on weapon damage rolls and saves against fear.

Lesser: As the least crystal, except it grants a +3 morale bonus on weapon damage rolls and saves against fear.

Greater: As the least crystal, except it grants a +5 morale bonus on weapon damage rolls and saves against fear.

Prerequisites: Craft Magic Arms and Armor, *heroism.*

Cost to Create: 250 gp, 20 XP, 1 day (least); 1,000 gp, 80 XP, 2 days (lesser); 3,000 gp, 240 XP, 6 days (greater).

WEAPONS

CHAPTER TWO

Illus. by D. Kovacs

Asking a warrior to enter battle without his most trusted blade is like asking him to give up his right arm. A sturdy suit of armor might keep a fighter or barbarian alive, but without a good weapon in his hand, he can't win the battle.

This chapter collects over 100 special weapon properties, plus dozens of specific magic weapons, each constructed with a particular array of useful properties.

Special Materials: Five percent of weapons are made of unusual materials, such as adamantine, cold iron, or alchemical silver. Each of these special materials allows the weapon to overcome the damage reduction of certain creatures. Table 2–1 summarizes the additional effects of the most common special materials used in weapons; see Special Materials, *DMG* 283, for more details. Adamantine weapons are automatically of masterwork quality, and this cost is included in the weapon cost.

> *"The best defense is a really angry offense."*
>
> —Krusk, half-orc barbarian

Hardness and Hit Points: Each +1 of enhancement bonus adds 1 to a weapon's hardness and 1 to its hit points. Only the weapon's actual enhancement bonus applies; special properties with an enhancement bonus equivalent for the purpose of determining market price don't increase the hardness or hit points of a weapon.

Weapon Subtypes: Some weapon entries have a subtype, either "synergy" or "relic," in brackets following the entry's name. A synergy item has a synergy prerequisite, typically an existing special property already imbued into the weapon to be enhanced. A relic item has special effectiveness for a character devoted to a particular deity. Additional rules for creating and using these items appear in Chapter 6.

TABLE 2–1: WEAPON SPECIAL MATERIALS

Material	Effect	Cost Modifier
Adamantine	Ignore hardness of less than 20	+3,000 gp*
Cold iron	Magical enhancements ×2 cost	+2,000 gp
Silver, alchemical	–1 damage	+2 gp (ammunition) +20 gp (light weapon) +90 gp (one-handed weapon) +180 gp (two-handed or double weapon)

*Includes 300 gp for masterwork component.

WEAPON PROPERTIES

A weapon with a special property must have at least a +1 enhancement bonus. You can't simply have a *flaming longsword*—it would have to be at least a *+1 flaming longsword*. A single weapon cannot have a modified bonus (enhancement bonus plus property bonus equivalents) higher than +10, nor can it have a market price (not counting special materials or the price of the masterwork weapon itself) of greater than 200,000 gp (or 200,000 gp for each end of a double weapon). For weapons that exceed these limits, see *Epic Level Handbook*.

Unless noted otherwise in the Property entry, each special property in this chapter can be added to any weapon. Some properties can be applied only to a particular category of weapons, and are so noted. A few properties can be added only to a smaller subset of a category (such as projectile weapons); this fact is stated in the item's Property entry.

The items in this section are arranged alphabetically.

ACIDIC BURST [SYNERGY]

Price: +1 bonus
Property: Weapon
Caster Level: 12th
Aura: Strong; (DC 21) conjuration
Activation: Standard (command) and —
Synergy Prerequisite: Corrosive

The surface of this weapon is pitted and worn.

An acidic burst weapon functions as a corrosive weapon (see page 31).

In addition, the weapon automatically showers an opponent with acid upon a successful critical hit, dealing extra acid damage as set out on the table below. This acid does not harm you or any creature other than the target. This is a continuous effect and requires no activation. Even if the weapon has not been activated to deal the extra 1d6 points of acid damage that comes from the corrosive property, the weapon still deals its extra acid damage on a successful critical hit.

Critical Multiplier	Extra Acid Damage
×2	1d10
×3	2d10
×4	3d10

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *Melf's acid arrow.*

Cost to Create: Varies.

AQUAN

Price: +2 bonus
Property: Weapon
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: —

Water constantly drips from the tip of this blue-green weapon. Its grip is inlaid with mother-of-pearl in a wavelike design.

An aquan weapon automatically overcomes the damage reduction of any creature that has the fire subtype. In addition, the weapon deals an extra 2d6 points of damage against such creatures.

An aquan weapon also bestows one negative level on any creature that has the fire subtype and attempts to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer held. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, water subtype.

Cost to Create: Varies.

AQUATIC

Price: +2,000 gp
Property: Weapon
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: —

This weapon has a silvery-blue tinge, like the sheen of white scales in sunlight.

While wielding an aquatic weapon, you do not incur any penalties that would otherwise apply to using the weapon underwater (*DMG* 92), as though you were affected by a *freedom of movement* spell.

Prerequisites: Craft Magic Arms and Armors, *freedom of movement.*

Cost to Create: 1,000 gp, 80 XP, 2 days.

ARCANE MIGHT

Price: +1 bonus
Property: Bows (not crossbows)
Caster Level: 15th
Aura: Strong; (DC 22) transmutation
Activation: Swift (mental)

This elegant, supple bow has intricate runes carved along its length.

You can channel the energy of your arcane spells through this bow to make the arrows fired from it more damaging. As a swift action, you can sacrifice a prepared arcane spell from memory (or an unused spell slot if you are a spontaneous arcane caster). Doing so grants a bonus equal to the sacrificed spell's level on the next damage roll you make with the bow that turn.

Prerequisites: Craft Magic Arms and Armor, *greater magic weapon.*

Cost to Create: Varies.

AURAN

Price: +2 bonus
Property: Weapon
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: —

Wind constantly whistles along the length of this white-enameled weapon. Its grip is inlaid with whorls of silver that resemble clouds.

An auran weapon automatically overcomes the damage reduction of any creature that has the earth subtype. In addition, the weapon deals an extra 2d6 points of damage against such creatures.

An auran weapon also bestows one negative level on any creature that has the earth subtype and attempts to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer held. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, air subtype.

Cost to Create: Varies.

BANISHING

Price: +2 bonus
Property: Weapon
Caster Level: 13th
Aura: Strong; (DC 21) abjuration
Activation: Free (command)

A barely visible bead of light slowly traces the outline of this weapon.

When you strike an extraplanar creature of 26 Hit Dice or fewer while wielding a weapon that has this property, you can activate the weapon to banish that creature back to its home plane (Will DC 20 negates). A creature so banished cannot return for at least 24 hours. A creature that succeeds on its save cannot be banished by the same weapon for 24 hours.

If the creature struck has damage reduction that requires a particular weapon alignment or special material to overcome, increase the save DC by 2 for each such property shared by the weapon. For example, if you use a holy banishing cold iron weapon against a hezrou (damage reduction 10/good), the save DC would increase by 2, while against a marilith (damage reduction 10/good and cold iron), the save DC would increase by 4.

The banishing property can be activated three times per day.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *banishment.*

Cost to Create: Varies.

BERSERKER

Price: +1 bonus
Property: Two-handed melee weapon
Caster Level: 7th
Aura: Moderate; (DC 18) enchantment
Activation: —

Though tarnished and battered, this simple weapon is incredibly durable, the scars of a hundred battles marring its surface.

In your hands, a berserker weapon deals an extra 1d8 points of damage on any successful attack while you are raging.

Prerequisites: Craft Magic Arms and Armor, *rage.*

Cost to Create: Varies.

BINDING

Price: +1 bonus
Property: Weapon
Caster Level: 10th
Aura: Moderate; (DC 20) abjuration
Activation: Swift (command)

This weapon has a length of chain looped decoratively around its grip or head.

When you activate a binding weapon, the next successful attack you make with it before the end of your turn prevents the target from using any form of extradimensional travel, as the *dimensional anchor* spell.

The binding property functions two times per day, and the effect lasts for 10 minutes.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *dimensional anchor.*

Cost to Create: Varies.

BLESSED

Price: +1 bonus
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: — and swift (command)

This weapon has a faint glow emanating from within it.

A blessed weapon is treated as good-aligned for the purpose of overcoming damage reduction. This effect is continuous and requires no activation.

In addition, three times per day you can activate a blessed weapon to automatically confirm all critical threats against evil foes for 1 round (as if the weapon were affected by the *bless weapon* spell).

Other effects related to threatening or confirming critical hits (such as the *keen edge* spell or the vorpal weapon property) don't confer an additional benefit on a weapon that has this property.

Prerequisites: Craft Magic Arms and Armor, *bless weapon.*

Cost to Create: Varies.

BLINDSIGHTED

Price: +2 bonus
Property: Weapon
Caster Level: 6th
Aura: Moderate; (DC 18) divination
Activation: Standard (command)

The form of a screeching bat's head adorns the end of this weapon, and images of wings and fluttering nocturnal forms run along its length.

When activated, a blindsighted weapon emits a susurrus of whispered notes (Listen DC 10). While wielding the activated weapon, you gain blindsight out to 30 feet. This effect is negated by *silence* spells and effects.

The blindsighted property functions three times per day, and the effect lasts for 1 minute.

Prerequisites: Craft Magic Arms and Armor, *see invisibility.*

Cost to Create: Varies.

BLOODFEEDING

Price: +1 bonus
Property: Melee weapon
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: — and free (command)

This weapon has a blood-red tint.

Every time a bloodfeeding weapon deals damage to a living creature, it gains 1 "blood point," which it can store for up to 1 hour. The weapon can store a maximum of 10 blood points. This effect is continuous and requires no activation.

When you deal damage to a creature while wielding a bloodfeeding weapon, you can activate the weapon to spend up to 5 stored blood points. Each blood point you spend in this way deals an extra 2 points of damage to that creature. The weapon doesn't gain any blood points from a strike on which you use this ability.

Prerequisites: Craft Magic Arms and Armor, *vampiric touch.*

Cost to Create: Varies.

BLOODSTONE

Price: +1 bonus
Property: Melee weapon
Caster Level: 10th
Aura: Moderate; (DC 20) necromancy
Activation: Free (command)

The blade of this weapon bears red crystals carefully inlaid in intricate designs.

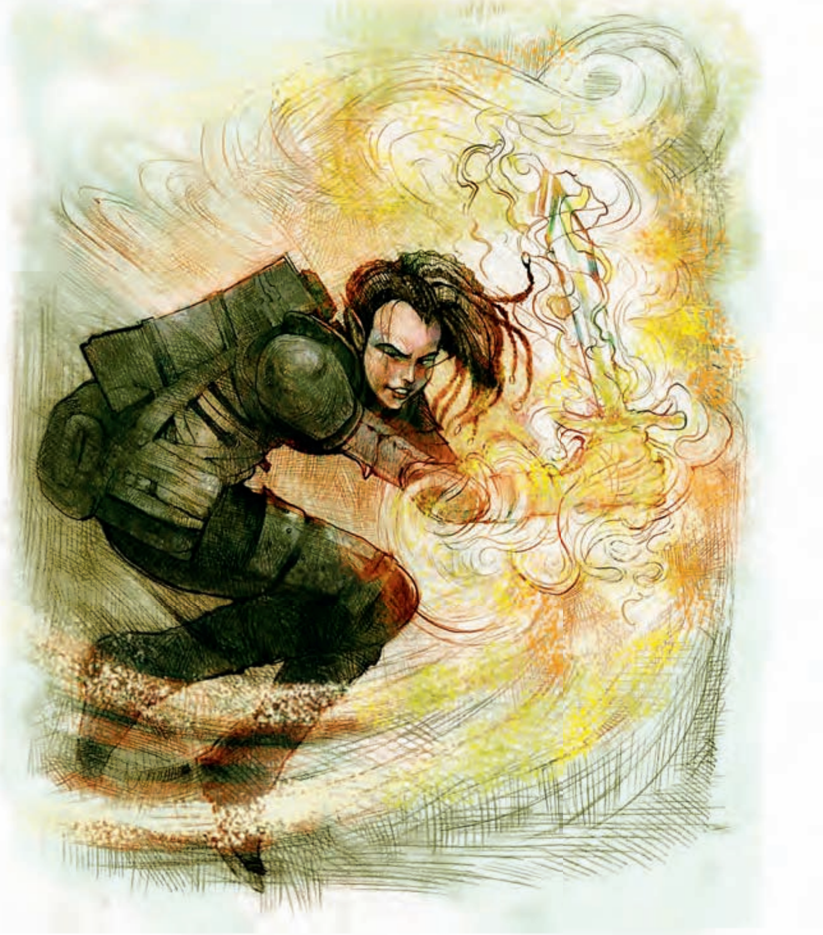
A bloodstone weapon can store and cast a *vampiric touch* spell against a creature it strikes, just as if it were a spell storing weapon (*DMG* 225). Any such spell cast from a bloodstone weapon is automatically empowered (as if by the Empower Spell feat). A bloodstone weapon can store no more than one such spell at any time, and it cannot store a spell other than *vampiric touch.*

Prerequisites: Craft Magic Arms and Armor, Empower Spell, *vampiric touch.*

Cost to Create: Varies.

BLURSTRIKE

Price: +2 bonus
Property: Melee weapon
Caster Level: 6th
Aura: Moderate; (DC 18) illusion
Activation: Swift (command)



Illus. by M. Faulkner

A blurstrike weapon

This weapon is semitransparent, almost as though it were glass, but it is obviously of sturdier make.

When activated, a blurstrike weapon partially fades from view for 1 round, appearing only as a faint outline (though you, as the wielder, can see it normally). When you attack, an activated blurstrike weapon (along with your hand and arm) appears to others as an amorphous blur, preventing a foe from knowing exactly where the blow is aimed. After you activate this property, your opponent is considered flat-footed against the first attack you make with the blurstrike weapon in the round when you activate it. Creatures that don't rely on sight for combat (such as those with the blindsight special quality) and creatures with uncanny dodge aren't treated as flat-footed against this attack.

The blurstrike property functions ten times per day.

Prerequisites: Craft Magic Arms and Armor, *blur.*

Cost to Create: Varies.

BODYFEEDER

Price: +3 bonus
Property: Weapon
Caster Level: 9th
Aura: Moderate; (DC 19) necromancy
Activation: —

Composed of a dark, dull metal, this weapon is cold to the touch. Indeed, it seems to absorb your body heat.

Whenever a bodyfeeder weapon you wield scores a successful critical hit against a living creature, you gain temporary hit points equal to half the damage dealt by the critical hit. These temporary hit points last for up to 1 minute and don't stack with those from any other source, including additional critical hits with this weapon.

Prerequisites: Craft Magic Arms and Armor, *vampiric touch* or *claws of the vampire* (EPH 84).

Cost to Create: Varies.

BRASH

Price: +1 bonus
Property: Melee weapon
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: —

A slight vibration runs through this weapon, and a barely audible sound, like that of a distant battle cry, seems to echo from within it.

If you enter a rage while wielding a brash weapon, the rage lasts for an extra 3 rounds. In addition, while raging and wielding a brash weapon, you gain immunity to fear effects.

Prerequisites: Craft Magic Arms and Armor, *remove fear.*

Cost to Create: Varies.

BRUTAL SURGE

Price: +1 bonus
Property: Melee weapon
Caster Level: 11th
Aura: Moderate; (DC 20) evocation
Activation: Swift (command)

This weapon is broader, thicker, and darker in color than a normal weapon of its type.

After a successful melee attack with a brutal surge weapon, you can command the weapon to initiate a bull rush attempt against the target of the attack in addition to dealing its normal damage. This attempt does not provoke attacks of opportunity and is resolved using your size, Strength, and other relevant characteristics. If you wield a brutal surge weapon in two hands, you gain a +2 bonus on the opposed Strength check.

If successful, the bull rush pushes the affected creature back the greatest possible distance allowed by the result of the opposed check, but you do not move along with the target. Movement caused by this bull rush attempt provokes attacks of opportunity from other creatures normally, but you cannot make an attack of opportunity against the affected creature.

The brutal surge property is usable a number of times per day equal to 1 + your Con bonus (if any). Once you activate this property, it can't be activated by any other creature until the following day.

Prerequisites: Craft Magic Arms and Armor, *Bigby's forceful hand.*

Cost to Create: Varies.

CHANGELING

Price: +2,000 gp
Property: Spear, shortspear, or longspear
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)

This spear appears to be made entirely of a metal with a bright silver sheen, and the head is joined seamlessly to the haft.

A changeling weapon allows you to choose its length and appearance each time you attack with it. Once per round, by speaking the appropriate command word, you can change the weapon into a spear, a shortspear, or a longspear sized appropriately for you. As part of the same action, you can make its haft and head appear to be composed of any wood, stone, metal, or combination thereof that you want, and add any decorative flourishes desired, though the spear's actual composition does not change.

Prerequisites: Craft Magic Arms and Armor, *shrink item*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

CHARGEBREAKER

Price: +1 bonus
Property: Melee weapon
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: —

This weapon's tip is rounded slightly, like that of a jousting lance.

Any charging creature hit by a chargebreaker weapon must succeed on a DC 14 Fortitude save or be knocked prone.

Prerequisites: Craft Magic Arms and Armor, *daze monster*.

Cost to Create: Varies.

CHARGING

Price: +1 bonus
Property: Melee weapon
Caster Level: 8th
Aura: Moderate; (DC 19) transmutation
Activation: —

The image of a heavily armored, mounted knight, leveling a ribbon-covered lance for a charge, adorns this weapon.

When you are mounted and wielding a weapon that has this property, you deal an extra 2d6 points of damage on a successful charge attack.

Prerequisites: Craft Magic Arms and Armor, Spirited Charge, *keen edge*.

Cost to Create: Varies.

COLLISION

Price: +2 bonus
Property: Weapon
Caster Level: 6th
Aura: Moderate; (DC 18) transmutation
Activation: —

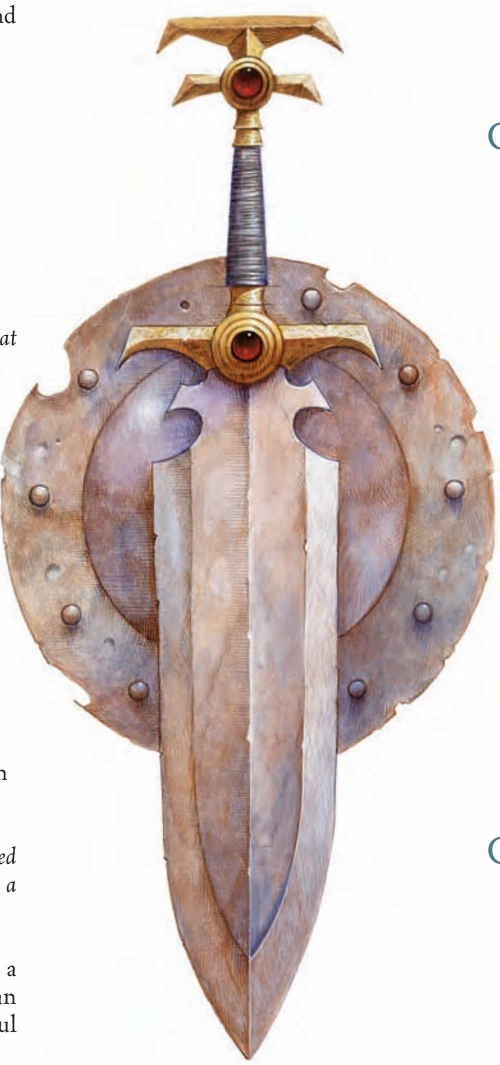
This delicately balanced weapon settles into your grip as if you had wielded it for years. Its blue-gray hue shimmers as you heft the weapon.

A collision weapon temporarily increases its own mass at the end point of each swing or shot. When you wield such a weapon, you deal an extra 5 points of damage with each hit.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *weapon of impact* (SC 237).

Cost to Create: Varies.



A brutal surge longsword

CONSUMPTIVE

Price: +2 bonus
Property: Weapon
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: Standard (command)

This weapon is dark in color, and its blade or head is covered with menacing runes.

When activated, a consumptive weapon is shrouded in negative energy that seems to draw light into it. The negative energy does not harm you as long as you have the weapon in hand. The effect persists until you speak a second command word. A weapon that has this property deals an extra 1d8 points of damage to any living creature on a successful hit.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *enervation*.

Cost to Create: Varies.

CORROSIVE

Price: +1 bonus
Property: Weapon
Caster Level: 10th
Aura: Moderate; (DC 20) conjuration
Activation: Standard (command)

The surface of this weapon looks dark and pitted, and the blade, point, or head appears fragile, as if the first blow might break it.

When activated, a corrosive weapon is sheathed in acid. The acid does not harm you as long as you have the weapon in hand. The effect persists until you speak a second command word. A weapon that has this property deals an extra 1d6 points of acid damage on a successful hit.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *acid fog*, *acid storm* (SC 7), *Melf's acid arrow*, or *storm of vengeance*.

Cost to Create: Varies.

CURSESPEWING

Price: +3 bonus
Property: Weapon
Caster Level: 11th
Aura: Moderate; (DC 20) necromancy
Activation: —

Illus. by W. England

A barely perceptible dark glow surrounds this weapon.

Whenever this weapon scores a critical hit against a target, it bestows a curse that imposes a –4 penalty on attack rolls, saving throws, skill checks, and ability checks for 1 minute. Multiple strikes aren't cumulative with one another.

Prerequisites: Craft Magic Arms and Armor, *bestow curse.*

Cost to Create: Varies.

DEADLY PRECISION

Price: +1 bonus
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

This weapon looks more slender and elegant than others of its type. Its blade, point, or head glitters as though a thousand tiny facets were reflecting the ambient light.

A deadly precision weapon deals an extra 1d6 points of damage whenever you make a successful sneak attack or sudden strike (CAd 8) with it. The property grants no benefit if you don't already have one of these class features, and its bonus doesn't increase if you have both.

Prerequisites: Craft Magic Arms and Armor, *keen edge.*

Cost to Create: Varies.

DEFENSIVE SURGE

Price: +1 bonus
Property: Melee weapon
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: Swift (command)

This weapon is thicker and heavier than a normal weapon of its type, but it feels well balanced. Its hilt or grip is set with a smoothly rounded topaz.

After a successful melee attack with a defensive surge weapon in any round in which you use the Combat Expertise feat or fight defensively, you can activate the weapon and gain an additional +2 bonus to Armor Class until the start of your next turn.

This ability is usable a number of times per day equal to 1 + your Int bonus (if any). Once you activate this property, it can't be activated by any other creature until the following day.

Prerequisites: Craft Magic Arms and Armor, *shield.*

Cost to Create: Varies.

DESICCATING

Price: +1 bonus
Property: Weapon
Caster Level: 8th
Aura: Moderate; (DC 19) necromancy
Activation: —

This weapon looks cracked and parched, as if it has spent decades baking in the desert sun.

A desiccating weapon destroys the water in a living creature that it strikes, dealing an extra 1d4 points of damage (or an extra 1d8 points against plants and against elementals that have the water subtype).

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *desiccating bubble* (SC 63).

Cost to Create: Varies.

DESICCATING BURST [SYNERGY]

Price: +1 bonus
Property: Weapon
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: —
Synergy Prerequisite: Dessicating

All the moisture seems to have been sapped from this brittle, gray weapon, as if it's been buried below shifting sands for centuries.

A desiccating burst weapon functions as a desiccating weapon (see above).

In addition, the weapon explodes with a dehydrating blast on a successful critical hit, dealing extra damage as set out in the table below. (This effect activates even if the target is not normally vulnerable to extra damage from critical hits.) The amount of damage is determined by the weapon's critical muliplier and is doubled against plants and against elementals that have the water subtype. This burst does not harm you or any creature other than the target. This is a continuous effect and requires no activation. Even if the weapon has not been activated to deal extra damage because of the desiccating property, the weapon still deals its extra damage on a successful critical hit.

Critical Multiplier	Extra Damage	Plant/ Elemental Damage
×2	1d8	2d8
×3	2d8	4d8
×4	3d8	6d8

In addition, the critical hit renders the struck creature fatigued for 8 hours or until it consumes at least 1 gallon of water or some other rehydrating liquid.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *horrid wilting.*

Cost to Create: Varies.

DISARMING

Price: +2 bonus
Property: Weapon
Caster Level: 5th
Aura: Moderate; (DC 17) transmutation
Activation: —

Several jutting prongs and ridges extend from this weapon.

A disarming weapon grants you a +2 bonus on disarm attempts. In addition, opponents cannot disarm you of this weapon.

Prerequisites: Craft Magic Arms and Armor, *bull's strength.*

Cost to Create: Varies.

DISLOCATOR

Price: +1 bonus
Property: Weapon
Caster Level: 12th
Aura: Strong; (DC 21) conjuration
Activation: Swift (mental)

Discolorations in the surface of this weapon appear, then fade in a random pattern. An elaborate handle contains a thumb-sized indent.

When you activate a dislocator weapon, the next successful attack you make before the end of your turn causes your target to be teleported up to 10 feet in any direction you choose (Will DC 17 negates). You can't teleport a target into an occupied space (such an attempt automatically fails and wastes the effect).

Projectile weapons bestow this property on their ammunition.

A dislocator weapon functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *teleport.*

Cost to Create: Varies.

DISLOCATOR, GREAT [SYNERGY]

Price: +1 bonus
Synergy Prerequisite: Dislocator

Brilliant discolorations in the surface of this weapon appear, then fade in a random pattern. An elaborate handle contains a thumb-sized indent coated in gold filigree.

This property functions as a dislocator weapon (see above), except the target can be teleported up to 30 feet in any direction (Will DC 20 negates).

Prerequisites: Craft Magic Arms and Armor, *greater teleport*.

Cost to Create: Varies.

DISPELLING

Price: +1 bonus
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: Free (command)

Arcane symbols cover this weapon, but many are scratched out and defaced, obscuring any meaning.

When you strike a creature or object with a dispelling weapon, you can activate it to target that creature or object with a targeted *dispel magic* effect (as the spell).

A dispelling weapon functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *dispel magic*.

Cost to Create: Varies.

DISPELLING, GREATER [SYNERGY]

Price: +1 bonus
Caster Level: 15th
Aura: Strong; (DC 22) abjuration
Synergy Prerequisite: Dispelling

A single, incredibly complex arcane formula covers every inch of this weapon, but deep gashes and complex scratches cover it, as if purposefully destroying its meaning.

This weapon functions as a dispelling weapon (see above), except that when you activate it, the creature or object struck is affected by a targeted *greater dispel magic* effect (as the spell).

A greater dispelling weapon functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *greater dispel magic*.

Cost to Create: Varies.

DIVINE WRATH

Price: +1 bonus
Property: Weapon
Caster Level: 13th
Aura: Strong; (DC 21) evocation
Activation: Swift (mental)

This weapon has a golden sheen, and its grip is imprinted with a hand holding a lightning bolt.

Divine wrath weapons are especially prized by paladins and clerics of Heironeous. Whenever you hold such a weapon in your hand, you can expend a turn undead attempt to imbue it with divine power for 1 round. If your next successful attack with it hits an undead target, the weapon deals an extra 1d6 points of damage per point of Charisma bonus you possess (minimum 1d6).

Prerequisites: Craft Magic Arms and Armor, *searing light*, turn undead, good alignment.

Cost to Create: Varies.

DOMINEERING

Price: +2 bonus
Property: Weapon
Caster Level: 11th
Aura: Moderate; (DC 20) necromancy
Activation: —

A single, screaming skull adorns this weapon, its eyes set with raw black onyx inlays that give it a soulless look.

A creature hit by a domineering weapon becomes shaken for 1 minute (Will DC 16 negates). This effect doesn't stack with itself or with any other fear effects (it can't render an already shaken creature frightened, for example).

Prerequisites: Craft Magic Arms and Armor, *fear*.

Cost to Create: Varies.

DOOM BURST

Price: +2 bonus
Property: Weapon
Caster Level: 11th
Aura: Moderate; (DC 20) necromancy
Activation: —

This weapon is enveloped in a shroud of darkness.

Whenever you score a critical hit with this weapon, a wave of blackness washes over the target, causing it to become shaken (no saving throw) for 5 rounds. This effect activates even if the creature struck is not normally subject to extra damage from critical hits. This effect doesn't stack with itself or with any other fear effects (it can't render an already shaken creature frightened, for example).

Prerequisites: Craft Magic Arms and Armor, *fear*.

Cost to Create: Varies.

DRAGONDOOM

Price: +1 bonus
Property: Melee weapon
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: Swift (command)

This weapon is engraved with a severed dragon's head.

When wielding a dragondoom weapon, you can choose to deliver a smite attack against a Large or larger creature of the dragon type up to three times each day. For every size category of the dragon larger than Medium, the smite attack deals an extra 1d6 points of damage (+1d6 against a Large dragon, +2d6 against Huge, +3d6 against Gargantuan, and +4d6 against Colossal). You must declare the smite attack before you make your attack roll. If the attack misses (or the creature you strike is not of the dragon type), the smite is wasted.

Prerequisites: Craft Magic Arms and Armor, *fell the greatest foe* (SC 90).

Cost to Create: Varies.

DRAGONHUNTER

Price: +1 bonus
Property: Projectile weapon
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation, necromancy
Activation: —

This weapon is carved from a dragon's thighbone. The image of a dragon's skeleton is inlaid in jet.

A creature of the dragon type that is hit by a projectile fired from this weapon takes 1 point of Strength damage in addition to the normal damage from the weapon. In addition, the weapon's critical multiplier increases by 1 if the target is a dragon. For example, a critical hit from a dragonhunter longbow has a ×4 damage multiplier (instead of the normal ×3) against a dragon, so such a creature would take four times normal damage (but still only 1 point of Strength damage) with a critical hit.

Other effects related to threatening or confirming critical hits (such as *keen edge* or *bless weapon* spells) don't function when placed on a weapon that has this property.

Prerequisites: Craft Magic Arms and Armor, *keen edge*, *ray of enfeeblement*.

Cost to Create: Varies.

EAGER

Price: +1 bonus
Property: Melee weapon
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: —

This weapon, which is decorated with a wing motif, vibrates slightly, as though with excitement.

An eager weapon can be drawn as a free action. While wielding it, you gain a +2 bonus on initiative checks and a +2 bonus on damage rolls made during a surprise round and the first round of combat.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*.

Cost to Create: Varies.

ENERGY AURA

Price: +2 bonus
Property: Weapon
Caster Level: 15th
Aura: Strong; (DC 22) evocation
Activation: Standard (command)

The surface of this weapon seems to gleam with ever-shifting colors. From time to time, it glows with heat, crackles with electricity, emits acrid-smelling fumes, or develops a rime of frost.

Once activated, each hit by this weapon deals an extra 1d6 points of damage of an energy type of your choice (acid, cold, electricity, or fire, chosen when activated). This energy does not harm you, regardless of the type selected. The energy damage remains the same until you activate the weapon again.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *chill metal*, *flame blade*, *Melf's acid arrow*, *shocking grasp*.

Cost to Create: Varies.

ENERGY SURGE [SYNERGY]

Price: +1 bonus
Property: Melee weapon
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Swift (command)
Synergy Prerequisite: Corrosive, flaming, frost, or shock

The pommel of this weapon bears a single diamond that flashes with an inner radiance.

An energy surge weapon functions as a weapon of the prerequisite type (corrosive, flaming, frost, or shock).

In addition, on a successful melee attack with an energy surge weapon, you can command it to expel a blast of energy, of the same type as the prerequisite property, which deals an extra 3d6 points of damage to the target of the attack. The synergy prerequisite property need not be active to activate the energy surge property.

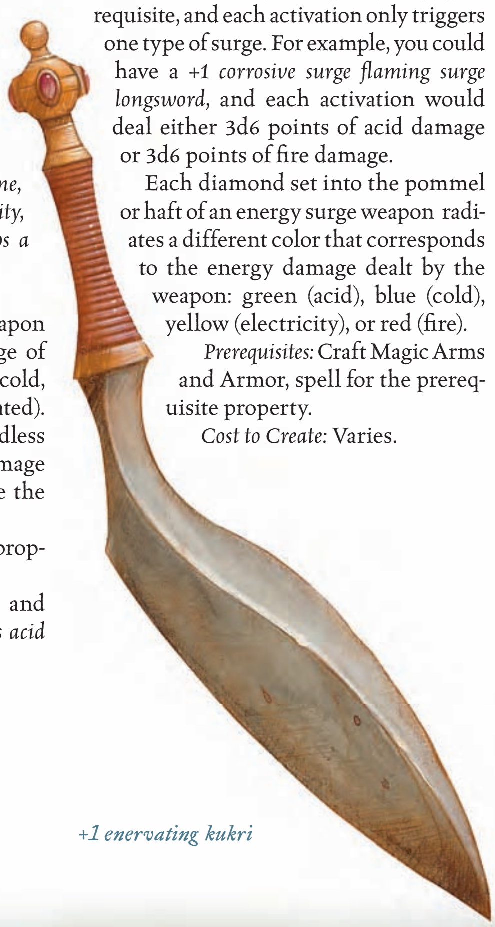
This ability is usable a number of times per day equal to 1 + your Con bonus (if any). Once you activate this property, it can't be activated by any other creature until the following day.

A weapon can have this property more than once, but only once per synergy prerequisite, and each activation only triggers one type of surge. For example, you could have a *+1 corrosive surge flaming surge longsword*, and each activation would deal either 3d6 points of acid damage or 3d6 points of fire damage.

Each diamond set into the pommel or haft of an energy surge weapon radiates a different color that corresponds to the energy damage dealt by the weapon: green (acid), blue (cold), yellow (electricity), or red (fire).

Prerequisites: Craft Magic Arms and Armor, spell for the prerequisite property.

Cost to Create: Varies.



+1 enervating kukri

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ENERVATING

Price: +2 bonus
Property: Weapon
Caster Level: 11th
Aura: Moderate; (DC 20) necromancy
Activation: —

This weapon looks worn and its blade has ruddy tinge, as though it has been stained with blood. Four blood-red rubies surround the weapon's bronze pommel.

When you score a critical hit against a living creature with an enervating weapon, the weapon bestows one negative level on the target.

Assuming the subject survives, it regains lost levels after 1 hour. Usually, negative levels have a chance of permanently draining a victim's levels, but the negative levels from the enervating property don't last long enough to do so.

Prerequisites: Craft Magic Arms and Armor, *enervation*.

Cost to Create: Varies.

ETHEREAL REAVER

Price: +3 bonus
Property: Melee weapon
Caster Level: 12th
Aura: Strong; (DC 21) divination
Activation: —

This weapon appears ghostly, but it is as solid and unforgiving as any other of its type.

An ethereal reaver weapon functions as a ghost touch weapon (*DMG* 224). In addition, such a weapon allows you to see invisible creatures as if you were subject to a *see invisibility* spell.

Prerequisites: Craft Magic Arms and Armor, *see invisibility*.

Cost to Create: Varies.

EVERBRIGHT

Price: +2,000 gp
Property: Weapon
Caster Level: 12th
Aura: Strong; (DC 21) evocation
Activation: Standard (command)

Flecks of marble and pearl shimmer across this weapon, set within images of bursting stars and beaming suns.

An everbright weapon can flash with a brilliant light twice per day at your command. When it is activated, all creatures within 20 feet of you are blinded for 1 round (Reflex DC 14 negates).

An everbright weapon is also immune to acid damage and rusting effects.

Prerequisites: Craft Magic Arms and Armor, *searing light*.

Cost to Create: Varies.

FIERCEBANE [SYNERGY]

Price: +1 bonus
Property: Weapon
Caster Level: 12th
Aura: Strong; (DC 21) conjuration
Activation: —
Synergy Prerequisite: Bane

Carved into the handle of this weapon is a single rune in the Gnome language representing the foe the weapon is dedicated to slaying.

A fiercebane weapon excels at attacking one type or subtype of creature. It acts as a bane weapon against the creature type (and subtype, if relevant) to which its synergy prerequisite ability was attuned. Whenever it strikes its designated bane enemy, it begins to emit a low, eager hum, as if it were actually feeding off the victim's life blood.

A fiercebane weapon glows when a designated foe comes within 60 feet, even if you cannot see or detect it. In addition, the weapon deals extra damage on every successful critical hit. The amount depends on its critical multiplier, as follows.

Critical Multiplier	Extra Damage
×2	1d10
×3	2d10
×4	3d10

Projectile weapons bestow this property upon their ammunition.

Lore: Few rangers acquire the skills needed to create magic items, but the gnome ranger Tir Hearthand learned to hate orcs at an early age. Unsatisfied with normal orc bane weapons, he devoted the last half of his life to creating the ultimate weapon for slaying orcs (Knowledge [arcana] or Knowledge [history] DC 20).

The first fiercebane weapon was an orc bane scimitar sized for a gnome and named Hearthand, after its creator. Tir Hearthand wielded this weapon for many years, and it eventually achieved a near-legendary status. Gnomes with an interest in weaponcraft now believe it to be a potent artifact capable of striking dead any orc that even sets eyes upon it. The original weapon is believed to have been lost in the dark hills near the long-dead orc kingdom where Tir Hearthand met his end (Knowledge [arcana] or Knowledge [history] DC 30).

Prerequisites: Craft Magic Arms and Armor, *summon monster I*.

Cost to Create: Varies.

FLESHGRINDING

Price: +2 bonus
Property: Piercing or slashing melee weapon
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: Free (command)

Upon close inspection, this weapon appears to have shallow serrations along its blade.

You can activate a fleshgrinding weapon any time you deal damage with it to a living creature in melee. When this occurs, you let go of the weapon and it magically animates, grinding itself into the foe's flesh. In each round at the start of your turn, it automatically damages that creature as if you had scored a normal hit with it (including damage from the weapon's enhancement bonus, other weapon properties, and your normal bonus from Strength, but not extra damage from feats such as Power Attack).

The grinding continues for 5 rounds or until you or someone else pulls the fleshgrinding weapon free; doing this requires a standard action and (for anyone other than you) a successful DC 20 Strength check. After the duration expires, a fleshgrinding weapon returns to your hand (as the returning weapon property). It will not return to your hand if the target has pulled the weapon free and still holds it.

Prerequisites: Craft Magic Arms and Armor, *animate objects*.

Cost to Create: Varies.

FORCE

Price: +2 bonus
Property: Projectile weapon
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: —

This weapon appears translucent, as though its substance is not entirely of this world.

A projectile weapon with the force property turns ammunition shot from it into a force attack. These force projectiles automatically overcome damage reduction and suffer no miss chance against incorporeal targets, but they don't damage creatures immune to force effects. Ammunition shot from a force weapon deals the same amount of damage as normal ammunition.

Prerequisites: Craft Magic Arms and Armor, *magic missile*.

Cost to Create: Varies.

GHOST STRIKE [SYNERGY]

Price: +1 bonus
Property: Melee weapon
Caster Level: 11th
Aura: Moderate; (DC 20) conjuration
Activation: —
Synergy Prerequisite: Ghost touch

Fine tendrils of white smoke slowly rise from this weapon's surface.

A ghost strike weapon functions as a ghost touch weapon (*DMG* 224). In addition, sneak attacks and critical hits made with a ghost strike weapon against an undead creature affect it as if it were a living creature.

Prerequisites: Craft Magic Arms and Armor, *undeath to death*.

Cost to Create: Varies.

HARMONIZING

Price: +1 bonus
Property: Melee weapon
Caster Level: 5th
Aura: Faint; (DC 17) illusion
Activation: —; see text

A strange melody seems to emanate from within this weapon.

A harmonizing weapon accompanies you in song if drawn, granting a +2 competence bonus on Perform (sing) checks.

In addition, if you hold a harmonizing weapon when you begin a bardic music effect, the weapon can continue the effect for you, allowing you to focus on other efforts. One round after you begin a bardic music effect that allows or requires continued use or concentration (including inspire courage, countersong, *fascinate*, inspire competence, inspire greatness, song of freedom, and inspire heroics), the weapon picks up and continues the performance flawlessly for 10 rounds, until you start another bardic music effect, or until you command it to end as a swift (mental) action.

Prerequisites: Craft Magic Arms and Armor, *ghost sound*, bardic music.

Cost to Create: Varies.

HEAVENLY BURST

Price: +1 bonus
Property: Weapon
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: —

This weapon emits a low hum that sounds distinctly like a chorus chanting slowly.

On a critical hit against an evil creature, a heavenly burst weapon discharges a shower of radiance that deals 3d6 points of damage to the target and blinds it for 1 round. A successful DC 14 Fortitude save negates the blindness.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *holy smite.*

Cost to Create: Varies.

HIDEAWAY

Price: +2,000 gp
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)

Several studs texture this weapon, as do numerous hinges and slots, though none seems to impede its effectiveness.

When activated, a hideaway weapon folds up into a bundle two size categories smaller than you, making it easy to conceal. You gain a +2 bonus on Sleight of Hand checks to conceal a hideaway weapon when it's folded up (as if it were a dagger).

A second command word (also a swift action) causes the weapon to unfold to its normal shape.

Prerequisites: Craft Magic Arms and Armor, *shrink item.*

Cost to Create: 1,000 gp, 80 XP, 2 days.

HOLY SURGE [SYNERGY]

Price: +1 bonus
Property: Melee weapon
Caster Level: 11th
Aura: Moderate; (DC 20) evocation
Activation: — and swift (command)
Synergy Prerequisite: Holy

This elegant weapon appears smooth and pristine.

Characters who serve gods of valor, honor, and other lofty principles craft these weapons of pure goodness for themselves and others who share their values. A holy surge weapon functions as a holy weapon (*DMG* 225). This is a continuous effect and requires no activation.

In addition, on a successful melee attack with a holy surge weapon, you can command it to emit a burst of holy energy. Against an evil target, this burst deals an extra 3d6 points of damage. If used against a non-evil creature, it deals no additional damage, and that use of the property is wasted.

This ability is usable a number of times per day equal to 1 + your Cha bonus (if any). Once you activate this property, it can't be activated by any other creature until the following day.

Prerequisites: Craft Magic Arms and Armor, *holy smite* or *holy word.*

Cost to Create: Varies.

HUNTING

Price: +1 bonus
Property: Weapon
Caster Level: 6th
Aura: Moderate; (DC 18) abjuration
Activation: —

This weapon bears toothlike inscriptions across its surface.

A hunting weapon increases your bonus on weapon damage rolls by 4 against your favored enemies (see the ranger class feature; *PH* 47).

Prerequisites: Craft Magic Arms and Armor, *greater magic fang.*

Cost to Create: Varies.

IGNAN

Price: +2 bonus
Property: Weapon
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: —

Tiny flames constantly flicker along the surface of this red-tinted weapon. Its grip is inlaid with amber in a flamelike design.

An ignan weapon automatically overcomes the damage reduction of any creature that has the water subtype. In addition, the weapon deals an extra 2d6 points of damage against such targets.

An ignan weapon also bestows one negative level on any creature that has the water subtype and attempts to wield it. The negative level remains as long as the weapon is in hand and disappears when it is no longer held. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, fire subtype.

Cost to Create: Varies.

ILLUMINATING

Price: +500 gp
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: —

A sunburst set with topaz flecks gleams upon this weapon.

When drawn, an illuminating weapon glows with pure white light, brightly illuminating a 20-foot-radius area and providing shadowy illumination for another 20 feet beyond that.

Prerequisites: Craft Magic Arms and Armor, *light.*

Cost to Create: 250 gp, 20 XP, 1 day.

ILLUSION BANE

Price: +1 bonus
Property: Weapon
Caster Level: 10th
Aura: Moderate; (DC 20) divination
Activation: — and swift (command)

Worked into the grip of this weapon is an iron cross set in the center of two concentric circles.

Any attack with an illusion bane weapon ignores any miss chance created by an illusion effect (including effects that mimic illusions, such as a displacer beast's displacement effect). However, you must still target the correct square when making an attack against a for that has total concealment. This is a continuous effect and requires no activation.

In addition, once per day you can activate an illusion bane weapon to destroy illusion effects. This ability can take one of two forms:

After hitting a creature, you can activate the weapon in the same round to make a dispel check (1d20+10) against each illusion spell currently affecting the target. This effect essentially acts as a targeted *dispel magic* spell, but it functions only against magic of the illusion school. You must make a separate check for each illusion spell affecting the target.

Alternatively, you can attempt to dispel a single illusion by touching it with the illusion bane weapon and speaking the appropriate command word. For example, touching a *silent image* spell (or an image generated by the *mirror image* spell) with the weapon subjects it to the dispel check immediately. A successful check against any part of the illusion dispels the whole effect, so dispelling one *mirror image* ends the spell entirely for the target creature.

Lore: The illusion bane property was created by a sect of the church of St. Cuthbert whose members despised illusionists and desired a way to destroy their protective illusions (Knowledge [religion] DC 20).

An illusion bane weapon functions much like the *dispel magic* spell, but only against illusion effects (Knowledge [arcana] DC 25).

Prerequisites: Craft Magic Arms and Armor, *true seeing, dispel magic.*

Cost to Create: Varies.

ILLUSION THEFT [SYNERGY]

Price: +2 bonus
Property: Weapon
Caster Level: 17th
Aura: Strong; (DC 23) divination
Activation: Standard (command)
Synergy Prerequisite: Illusion bane

This dark metal weapon is crafted of black iron and adamantine worked into a simple design. Set into its pommel or grip is a cut and polished piece of quartz.

An illusion theft weapon functions as an illusion bane weapon (see above).

In addition, such a weapon allows you to disrupt opponents' illusions and transfer their protective qualities to yourself. The first illusion spell that this weapon dispels with its illusion bane property is automatically stored within it. This ability functions like the spell storing property (*DMG* 225), with the following exceptions.

- It must be an illusion spell, but it need not be 3rd level or lower.
- A spell cannot be cast into the weapon; it can store only a spell that it has actually dispelled through the illusion bane ability.
- An illusion theft weapon need not actually strike a creature to activate the stored spell.

The stored spell is preserved as originally cast in every way, except that its duration is effectively arrested at the time you steal it. As soon as the spell is stored, you immediately become aware of its effect and its remaining duration, and you can activate it at any time. You can choose a different target to be affected by the stored spell if you so desire. When the spell is activated, the duration begins passing again as if no time had elapsed.

Once a stored illusion spell has been discharged, you cannot activate the weapon's illusion theft property again until you have successfully dispelled another illusion (using the illusion bane property), which is then stored within the weapon.

Prerequisites: Craft Magic Arms and Armor, *true seeing, dispel magic.*

Cost to Create: Varies.

IMPACT

Price: +1 bonus
Property: Bludgeoning weapon
Caster Level: 10th
Aura: Moderate; (DC 20) evocation
Activation: —

This weapon seems heavier than a typical weapon of its type, and its head and haft have a square design.

An impact weapon has double the threat range of a normal weapon of its type. For example, an impact quarterstaff scores a threat on a roll of 19–20, and an impact heavy flail scores a threat on a roll of 17–20. This effect doesn't stack with any other effect that expands a weapon's critical threat range.

Prerequisites: Craft Magic Arms and Armor, *weapon of impact* (*SC* 237).

Cost to Create: Varies.

IMPALING

Price: +1 bonus
Property: Piercing melee weapon
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Swift (command)

This weapon has a particularly sharp and slim point.

Three times per day, you can activate this weapon to treat its next attack (if made before the end of your turn) as a touch attack. You must declare that you are using this property before making your attack roll. If the attack misses, the use is wasted.

Prerequisites: Craft Magic Arms and Armor, *find the gap* (*SC* 91).

Cost to Create: Varies.

IMPEDANCE

Price: +2 bonus
Property: Weapon
Caster Level: 11th
Aura: Moderate; (DC 20) abjuration
Activation: —

This weapon is reinforced with cold iron and set with chunks of obsidian in a foursquare pattern.

An impedance weapon mimics the impeded magic planar trait (*DMG* 150). When you use it to strike a creature, the target's ability to cast spells or use spell-like abilities is impeded for 1d6 rounds. To cast an impeded spell or use an impeded spell-like ability, the creature must attempt a Spellcraft check, Intelligence check, or Charisma check (whichever one is made with the highest bonus). The DC for this check is 15 + the spell level. If the check succeeds, the effect functions normally; if the check fails, the effect does not function and the spell or the use of the spell-like ability is lost.

Prerequisites: Craft Magic Arms and Armor, *antimagic field.*

Cost to Create: Varies.

IMPLACABLE

Price: +3 bonus
Property: Weapon
Caster Level: 9th
Aura: Moderate; (DC 18) necromancy
Activation: —

This weapon has a lustrous purple sheen.

When an implacable weapon deals damage to a living creature, the wound bleeds profusely and the creature takes 2 additional points of damage at the start of each of the wielder's turns for the next 5 rounds. Multiple wounds are cumulative (a creature struck three times in the same round would take 6 points of damage per round for the next 5 rounds).

This bleeding can be stopped by a successful DC 15 Heal check or any effect that restores hit points (such as *cure light wounds*). However, while the wound is active, anyone attempting to cast a spell on the target that would restore hit points must succeed on a DC 15 caster level check.

An implacable weapon counts as adamantine for the purpose of overcoming the damage reduction of aberrations.

Prerequisites: Craft Magic Arms and Armor, *vampiric touch.*

Cost to Create: Varies.

INCORPOREAL BINDING [SYNERGY]

Price: +1 bonus
Property: Melee weapon
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: —
Synergy Prerequisite: Ghost touch

This weapon is simple in design and appears misty gray, even though the base material used in its construction has a distinct color of its own.

An incorporeal binding weapon functions as a ghost touch weapon (*DMG* 224). In addition, when this weapon strikes an incorporeal creature, it emits a single pulse of gray energy that temporarily anchors the target more firmly to the material world. An incorporeal creature damaged by this weapon loses the benefit of its incorporeal miss chance (50%) and its 50% chance to ignore spells for 1 round. It does, however, retain all other benefits of incorporealness, including immunity to all nonmagical attack forms, the ability to pass through solid objects, and a deflection bonus to AC equal to its Charisma bonus (if any).

Prerequisites: Craft Magic Arms and Armor, *dimensional anchor, plane shift.*

Cost to Create: Varies.

KNOCKBACK

Price: +1 bonus
Property: Weapon
Caster Level: 11th
Aura: Moderate; (DC 20) evocation
Activation: Swift (command)

This weapon looks broader and thicker than a typical item of its type. A ram's head with curling horns decorates its head or hilt.

Three times per day, you can activate this weapon and use it to drive your opponent back. The next time you hit a creature with the weapon before the end of your turn, the target must succeed on a DC 19 Fortitude save or be pushed back 5 feet. If the target can't move back, this ability has no effect. The knockback property works only on creatures of your own size category or smaller.

Prerequisites: Craft Magic Arms and Armor, *repulsion.*

Cost to Create: Varies.

LUCKY

Price: +1 bonus
Property: Weapon
Caster Level: 15th
Aura: Strong; (DC 22) divination
Activation: Free (mental)

The golden sheen on this weapon raises your spirits and fills you with confidence in your fighting prowess.

A lucky weapon offers a second chance at success. Once per day, you can reroll a single failed attack roll.

Prerequisites: Craft Magic Arms and Armor, *moment of prescience* or *fate of one* (*EPH* 107).

Cost to Create: Varies.

MAGEBANE

Price: +1 bonus
Property: Weapon
Caster Level: 8th
Aura: Moderate; (DC 19) evocation
Activation: —

The surface of this black iron weapon is inscribed with runes representing the grounding of energy, and its pommel or grip is set with three diamonds.

Weapons that have this property are feared by arcane spellcasters. Against any creature that can cast arcane spells or use invocations (CAr 7), a magebane weapon's enhancement bonus is 2 higher than normal. (Thus, a *+1 longsword* with the magebane property becomes a *+3 longsword* when wielded against such targets.) Furthermore, a magebane weapon deals an extra 2d6 points of damage against targets capable of casting arcane spells or using invocations.

The magebane property can be added to a cold iron weapon without paying the extra 2,000 gp (*DMG* 284).

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *dispel magic.*

Cost to Create: Varies.

MAIMING

Price: +1 bonus
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

This weapon has a twisted haft or grip and spikes along its blade, head, or point.

A maiming weapon twists and digs into the flesh of its target, rending, tearing, smashing, and bruising it. Whenever you score a critical hit with this weapon, it deals an amount of extra damage depending on its critical multiplier.

Critical Multiplier	Extra Damage
×2	1d6
×3	2d6
×4	3d6

Prerequisites: Craft Magic Arms and Armor, *keen edge.*

Cost to Create: Varies.

MANIFESTER

Price: +12,000 gp
Property: Weapon
Caster Level: 8th
Aura: Moderate; (DC 19) divination
Activation: Free (mental)

Radiating inner power, this princely weapon settles and clarifies your thoughts.

When manifesting a power, the bearer of this weapon can draw 5 power points from it. These points must be all be used on the same power, and that power cannot be imbued with power points from any other source.

A manifester weapon functions once per day.

Prerequisites: Craft Magic Arms and Armor, any 3rd-level psionic power.

Cost to Create: 6,000 gp, 480 XP, 12 days.

METALLINE

Price: +2 bonus
Property: Weapon
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Standard (command)

The color and texture of this weapon seem to shift with each passing moment.

When you activate a metalline weapon, you can change its composition to adamantine, alchemical silver, cold iron, or ordinary steel.

Prerequisites: Craft Magic Arms and Armor, *fabricate.*

Cost to Create: Varies.

MIGHTY SMITING

Price: +1 bonus
Property: Melee weapon
Caster Level: 8th
Aura: Moderate; (DC 19) evocation
Activation: —

This weapon feels heavier than a normal weapon of its type. Inscribed on its surface is a message affirming its superiority over some category of creature.

If you have a smite ability (smite, smite evil, smite shadowlands, or the like), you gain an extra +2 bonus on your smite attack rolls and damage rolls. In addition, you gain one additional use of your smite ability each day while wielding this weapon. If you have more than one smite ability, you must choose which one gains the extra use.

A weapon of mighty smiting only grants one extra smite per day, regardless of how many characters wield it.

Prerequisites: Craft Magic Arms and Armor, *divine power*.

Cost to Create: Varies.

MINDCRUSHER

Price: +2 bonus
Property: Weapon
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: —

This red-tinted weapon seems to draw light and feeling from around it. You sense its hunger.

Any psionic creature struck in combat by a mindcrusher weapon loses a number of power points equal to half the amount of hit point damage the weapon deals on that strike. Only the base damage of the weapon contributes to the power point loss; additional damage from high Strength or other sources does not cause additional power point loss. A creature with no power points, including any nonpsionic creature, must succeed on a DC 17 Will save or take 1 point of Wisdom damage.

A projectile weapon bestows this property upon its ammunition.

Prerequisites: Craft Magic Arms and Armor, *vampiric touch* or *psychic vampire* (EPH 127).

Cost to Create: Varies.

MINDFEEDER

Price: +1 bonus
Property: Weapon
Caster Level: 15th
Aura: Strong; (DC 22) necromancy
Activation: —

Composed of a flat, rough, slate-gray crystal, this weapon seems to absorb your thoughts.

When you score a critical hit with a mindfeeder weapon, you gain 1 temporary power point for every 5 points of damage dealt by the critical hit. These temporary power points last for up to 1 minute. You gain power points even if the target has none.

As with temporary hit points, temporary power points do not stack with each other; they overlap. Thus, if the wielder of a mindfeeder weapon successfully scores a critical hit while still enjoying temporary power points from a previous critical hit, the wielder gains only the higher of the two values: either her current number of temporary power points, or the new influx of temporary power points, whichever is greater. Creatures immune to extra damage from critical hits do not trigger mindfeeder weapons.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *vampiric touch* or *psychic vampire* (EPH 127).

Cost to Create: Varies.

MORPHING

Price: +1 bonus
Property: Melee or thrown weapon
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Standard

This weapon's shape constantly flows and reforms in slightly different compositions.

You can reshape a morphing weapon into any other melee or thrown weapon of the same size and type (light, one-handed, or two-handed). For instance, a morphing greatsword could become a spear, greataxe, or dire flail.

If a single weapon created with the morphing property becomes a double weapon, only one end of the double weapon retains the weapon's magical bonus, although the other end is masterwork. If a double weapon created with the morphing property becomes a single weapon, it can have the properties of either end of the original double weapon. The properties of the other end are dormant but not lost; they become active again when the morphing weapon once again becomes a double weapon.

Prerequisites: Craft Magic Arms and Armor, *fabricate*.

Cost to Create: Varies.

NECROTIC FOCUS

Price: +3 bonus
Property: Melee weapon
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: —

This weapon has a golden sheen and a series of black runes inlaid in jet along its length. Its pommel or grip is set with a black star sapphire.

A necrotic focus weapon serves as a channel for your ability drain or energy drain supernatural ability. While wielding it, you deal ability drain or bestow negative levels through it as if attacking with your natural weapons. If a saving throw against the effect is allowed, add the weapon's enhancement bonus to the save DC.

Prerequisites: Craft Magic Arms and Armor, *enervation*, *spectral hand*.

Cost to Create: Varies.

PARALYTIC BURST

Price: +2 bonus
Property: Weapon
Caster Level: 9th
Aura: Moderate; (DC 19) enchantment
Activation: —

This weapon appears unusually straight and stiff. Set into the base of its blade or head is a smoothly polished piece of aventurine that seems to glow with an energy all its own.

Whenever you score a critical hit with this weapon, a wave of green energy washes over the target, paralyzing it for 1 round (Will DC 17 negates). This effect activates even if the target is not normally subject to extra damage from critical hits.

Prerequisites: Craft Magic Arms and Armor, *hold monster*.

Cost to Create: Varies.

PARALYZING

Price: +1 bonus
Property: Melee weapon
Caster Level: 10th
Aura: Moderate; (DC 20) enchantment
Activation: Swift (command)

This weapon bears a number of hard-to-see parallel striations near its handle.

When a paralyzing weapon is activated, the next creature struck by the weapon must succeed on a DC 17 Will save or be paralyzed. Each round on its turn, the target can attempt a new saving throw to end the effect; otherwise, the paralysis lasts for 10 rounds.

A paralyzing weapon functions once per day.

Prerequisites: Craft Magic Arms and Armor, *hold monster.*

Cost to Create: Varies.

PARRYING

Price: +2 bonus
Property: Weapon
Caster Level: 15th
Aura: Strong; (DC 22) enchantment
Activation: —

The detailed engravings on this shiny weapon appear to spin and jump about. Even when grasped, it twitches and bucks.

A parrying weapon allows you to discern events an instant into the future, granting you a +1 insight bonus to AC. The weapon makes you so adept at parrying that it grants you a +1 insight bonus on saving throws. The bonuses are granted whenever you hold the weapon, even if you are flat-footed.

Prerequisites: Craft Magic Arms and Armor, *divine protection* (*SC* 70) or *defensive precognition* (*EPH* 124).

Cost to Create: Varies.

POWER STORING

Price: +1 bonus
Property: Weapon
Caster Level: 12th
Aura: Strong; (DC 21) evocation
Activation: Free (command)

This weapon is composed of a white, honeycomb substance of substantial weight.

A power storing weapon allows a manifester to store a single targeted power of up to 5 power points in the weapon. (The power must have a manifesting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can manifest the power on that creature if you desire. Once the power is manifested, the weapon is empty, and a manifester can store any other targeted power of up to 5 power points into it. The weapon telepathically whispers to you the name of the power currently stored within it. A randomly generated power storing weapon has a 50% chance to have a power stored in it already.

Prerequisites: Craft Magic Arms and Armor, manifester level 12th.

Cost to Create: Varies.

PRECISE

Price: +1 bonus
Property: Ranged weapon
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: —

This weapon has a carved peephole or sighting tube worked into its design, and its hilt is set with a faceted diamond.

You can shoot or throw a precise weapon at an opponent engaged in melee without incurring the standard –4 penalty. This benefit does not apply if you already have the Precise Shot feat.

Prerequisites: Craft Magic Arms and Armor, Precise Shot.

Cost to Create: Varies.

PRISMATIC BURST

Price: +30,000 gp
Property: Weapon
Caster Level: 13th
Aura: Strong; (DC 21) evocation
Activation: —

This smoothly polished weapon is set with a ruby, a fire opal, a yellow topaz, an emerald, a blue topaz, a sapphire, and an amethyst.

Whenever you score a successful critical hit with this weapon, multicolored light springs from the gems and cascades along its blade or head, subjecting the target to a *prismatic spray* effect (save DC 20; see spell description, *PH* 264). This effect activates even if the target is not normally subject to extra damage from critical hits.

Prerequisites: Craft Magic Arms and Armor, *prismatic spray.*

Cost to Create: Varies.

PROFANE

Price: +1 bonus
Property: Weapon
Caster Level: 7th
Aura: Moderate; (DC 17) necromancy
Activation: Standard (command)

This black iron weapon is decorated with a single silver skull. A runic phrase describing a vile act runs along its blade or haft.

By speaking the appropriate command word, you can sheathe a profane weapon in crackling black negative energy. If you have no Constitution score, this energy does not harm you; otherwise you take 1 point of Constitution damage for each round that you hold the weapon while the effect is activated. This effect lasts until you speak another command word to end it.

While activated, a profane weapon deals an extra 1d6 points of damage to any living target (or 2d6 points against a good outsider) on a successful hit. Also, it is treated as evil-aligned for the purpose of overcoming damage reduction.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *inflict light wounds.*

Cost to Create: Varies.

PROFANE BURST [SYNERGY]

Price: +1 bonus
Property: Weapon
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: Standard (command) and —
Synergy Prerequisite: Profane

This black iron weapon is decorated with dozens of silver skulls. Runic phrases describing vile acts run along its blade or haft and glow when it is wielded.

A profane burst weapon functions as a profane weapon (see above).

In addition, the weapon explodes with negative energy on a successful critical hit, dealing extra negative energy damage as set out in the table below. (This effect activates even if the target is not normally subject to extra damage from critical hits.) A profane burst weapon deals even more damage to good outsiders on a successful critical hit. This burst does not harm you or any creature other than the target if you are undead; otherwise, you take 1d4 points of Constitution damage (or Charisma damage if you have no Constitution score). This is a continuous effect and requires no activation. Even if the weapon has not been activated to deal extra damage because of the profane property, the weapon still deals its extra negative energy damage on a successful critical hit.

Critical Multiplier	Extra Damage	Good Outsider Extra Damage
×2	1d10	2d10
×3	2d10	4d10
×4	3d10	6d10

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *inflict critical wounds*.

Cost to Create: Varies.

PSIBANE

Price: +2 bonus
Property: Weapon
Caster Level: 15th
Aura: Strong; (DC 22) divination
Activation: —

This extraordinary weapon is shot through with translucent purple crystal shards. You detect a vague air of menace about it.

A psibane weapon is crafted to oppose psionic beings. When used against any creature that has the psionic subtype (*EPH* 183), its effective enhancement bonus is 2 higher than its actual enhancement bonus (so a *+1 psibane longsword* instead has a +3 enhancement bonus against psionic foes). It deals an extra 2d6 points of damage against psionic opponents.

A psibane weapon bestows one negative level on any psionic creature attempting to wield it. This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *dispel magic* or *bend reality* (*EPH* 80).

Cost to Create: Varies.

PSYCHIC

Price: +2 bonus
Property: Weapon
Caster Level: 17th
Aura: Strong; (DC 23) no school
Activation: —

This weapon has an inner glow of varying brightness. It glows more brightly when brought near those with psionic ability.

A psychic weapon's power depends on its wielder. It gains an enhancement bonus based on the wielder's current power point reserve, as shown on the table below. (This benefit doesn't stack with the weapon's normal enhancement bonus.) The weapon's enhancement bonus decreases (to a minimum of +1) as the wielder spends power points, and it increases whenever the wielder gains enough power points (by any means) to put his power point reserve into the next higher category.

Power Point Reserve	Enhancement Bonus
0*	+1
1–29	+2
30–79	+3
80–129	+4
130 or higher	+5

*Includes any wielder without power points.

Prerequisites: Craft Magic Arms and Armor, *wish* or *reality revision* (*EPH* 128).

Cost to Create: Varies.

PSYCHOKINETIC

Price: +1 bonus
Property: Weapon
Caster Level: 10th
Aura: Moderate; (DC 20) evocation
Activation: Standard (command)

This silvery-white weapon has a smooth sheen and is difficult to grip tightly.

Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy. Such a weapon deals an extra 1d4 points of force damage on a successful hit. This extra damage is not affected by damage reduction, and it affects incorporeal creatures even if the attack would normally miss due to the incorporeal miss chance. The energy does not harm you while wielding the weapon.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *blast of force* (*SC* 31) or *concussive blast* (*EPH* 85).

Cost to Create: Varies.

PSYCHOKINETIC BURST [SYNERGY]

Price: +1 bonus
Property: Weapon
Caster Level: 12th
Aura: Strong; (DC 21) evocation
Activation: Standard (command) and —
Synergy Prerequisite: Psychokinetic

Silvery-black and potent, this weapon is very smooth and difficult to grip tightly.

This weapon functions as a pschokinetic weapon (see above).

In addition, the weapon releases a blast of destructive psionic energy on a successful critical hit, dealing extra force damage as set out in the table below. (This effect activates even if the target is not normally subject to extra damage from critical hits.) This burst does not harm you or any creature other than the target. This is a continuous effect and requires no activation. Even if the weapon has not been activated to deal extra damage because of the psychokinetic property, the weapon still deals its extra force damage on a successful critical hit.

Critical Multiplier	Extra Force Damage
×2	1d6
×3	2d6
×4	3d6

This extra damage is not affected by damage reduction, and it affects incorporeal creatures even if the attack would normally miss due to the incorporeal miss chance.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *blast of force* (*SC* 31) or *concussive blast* (*EPH* 85).

Cost to Create: Varies.

QUICK LOADING

Price: +1 bonus
Property: Crossbow
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Free (manipulation) or move (manipulation); see text

Volleys of soaring bolts are engraved upon this loaded crossbow.

A quick loading crossbow accesses an extradimensional space that can hold up to 100 bolts, allowing you to reload the crossbow more rapidly than normal. Reloading a quick loading hand or light crossbow is a free action (allowing a character with multiple attacks to use his full attack rate), and reloading a quick loading heavy crossbow is a move action.

Different types of bolts can be held in the extradimensional space, and you can select freely from these when reloading the crossbow. Adding or removing a bolt by hand from an extradimensional space requires a move (manipulation) action.

Prerequisites: Craft Magic Arms and Armor, *Leomund's secret chest, shrink item.*

Cost to Create: Varies.

RESOUNDING

Price: +1 bonus
Property: Melee weapon
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: —

This weapon bears a small engraving of a bell.

A resounding weapon emits a deep, ringing chime each time it successfully hits a target. The sound carries over the din of battle, encouraging your allies. When you strike a foe with a resounding weapon, allies (including you) within 30 feet gain a +1 morale bonus on attack rolls and saves against fear effects for 1 round.

Prerequisites: Craft Magic Arms and Armor, *bless.*

Cost to Create: Varies.

REVEALING

Price: +1 bonus
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: —

A sea of flames flickers upon this weapon, though it is perfectly cool to the touch.

Any opponent struck by a weapon that has this property is outlined in magical flames, as the *faerie fire* spell, for 1 round.

Prerequisites: Craft Magic Arms and Armor, *faerie fire.*

Cost to Create: Varies.

SACRED

Price: +1 bonus
Property: Weapon
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: Standard (command)

This silver-white weapon is decorated with a single golden sun. A runic phrase describing a heroic deed runs along its blade or haft.

By speaking the appropriate command word, you can sheathe a sacred weapon in luminous positive energy. If you are not undead, this energy does not harm you; otherwise, you take 1 point of Charisma damage for each round that you hold the weapon. This effect lasts until you speak another command word to end it.

While activated, a sacred weapon deals an extra 1d6 points of damage to any undead target (or 2d6 points against an evil outsider) on a successful hit. Also, it is treated as good-aligned for the purpose of overcoming damage reduction.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *cure light wounds.*

Cost to Create: Varies.

SACRED BURST [SYNERGY]

Price: +1 bonus
Property: Weapon
Caster Level: 12th
Aura: Strong; (DC 21) conjuration
Activation: —
Synergy Prerequisite: Sacred

This silver-white weapon is decorated with dozens of golden sun motifs. Runic phrases describing various heroic deeds run along its blade or haft and glow when it is wielded.

A sacred burst weapon functions as a sacred weapon (see above).

In addition, the weapon explodes with positive energy on a successful critical hit, dealing extra positive energy damage to creatures as set out in the table below. (This effect activates even if the target is not normally subject to extra damage from critical hits.) A sacred burst weapon deals even more damage to evil outsiders on a successful critical hit. This burst does not harm you or any creature other than the target unless you are undead; if you are, you take 1d4 points of Charisma damage from the burst. This is a continuous effect and requires no activation. Even if the weapon has not been activated to deal extra damage because of the sacred property, the weapon still deals its extra positive energy damage on a successful critical hit.

Critical Multiplier	Extra Damage	Evil Outsider Damage
×2	1d10	2d10
×3	2d10	4d10
×4	3d10	6d10

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *cure critical wounds.*

Cost to Create: Varies.

SCREAMING

Price: +1 bonus
Property: Weapon
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: Standard (command)

This weapon is pierced with numerous tiny holes in a decorative pattern. These holes produce a whistling sound when air moves through them.

Upon command, this weapon begins to vibrate gently, though it emits no actual sound in this mode. Whenever an activated screaming weapon hits, it produces a high-pitched sound and deals an extra 1d4 points of sonic damage to the target. This noise is unpleasant, but it has no adverse effect upon any creatures other than the one struck. The ability of a screaming weapon to deal extra sonic damage is negated in any area of magical *silence.* Screaming weapons have no additional adverse effect on creatures with unusually acute hearing, although such creatures tend to dislike them.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *shout* or *sound burst.*

Cost to Create: Varies.

SCREAMING BURST [SYNERGY]

Price: +1 bonus
Property: Weapon
Caster Level: 12th
Aura: Strong; (DC 21) evocation
Activation: —
Synergy Prerequisite: Screaming

This weapon is decorated with engravings of bells, cymbals, drums, and other images associated with loud noises.

A screaming burst weapon functions as a screaming weapon (see above).

In addition, the weapon explodes with sonic energy on a successful critical hit, dealing extra sonic damage as set out in the table below. (This effect activates even if the target is not normally subject to extra damage from critical hits.) This burst does not harm you or any creature other than the target. This is a continuous effect and requires no activation. Even if the weapon has not been activated to deal extra damage because of the screaming property, the weapon still deals its extra sonic damage on a successful critical hit.

Critical Multiplier	Extra Sonic Damage
×2	1d8
×3	2d8
×4	3d8

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *shout* or *sound burst*.

Cost to Create: Varies.

SHADOWSTRIKE

Price: +5,000 gp
Property: Weapon
Caster Level: 15th
Aura: Strong; (DC 22) illusion
Activation: Swift (mental)

This weapon is made of a dull black material, and its edges seem indistinct.

A shadowstrike weapon can reach through your own shadow to catch foes off guard. Once per day, you can activate the property to add 5 feet to the weapon's reach for a single attack. The target is denied its Dexterity bonus to AC for this attack.

Prerequisites: Craft Magic Arms and Armor, *shadow conjuration*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

SHATTERMANTLE

Price: +1 bonus
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: —

Translucent, writhing energy and blue sparks can be seen raging within this weapon.

A shattermantle weapon damages a foe's spell resistance. Each time the weapon strikes a foe that has spell resistance, the value of that spell resistance is reduced by 2 for 1 round. The penalties for multiple hits during the same round stack. For example, if you succeed on three attacks in the same round against the same foe, that foe's spell resistance is reduced by 6 until the beginning of your next turn.

Prerequisites: Craft Magic Arms and Armor, *assay spell resistance* (SC 17).

Cost to Create: Varies.

SHIELDING

Price: +1 bonus
Property: Light melee weapon
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Activation: Swift (command)

The handle of this weapon has a handguard shaped like a shield.

A shielding weapon is most often employed as an off-hand weapon. Activating a shielding weapon transforms it into a heavy steel shield, with the same enhancement bonus as the weapon itself (both for AC and when making shield bash attacks).

Prerequisites: Craft Magic Arms and Armor, *animate objects*, *shield*.

Cost to Create: Varies.

SIZING

Price: +5,000 gp
Property: Weapon
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Swift (command)

This weapon features a series of decorative nubs on the hilt or haft.

Activating a sizing weapon changes its size category to any other that you desire.

Prerequisites: Craft Magic Arms and Armor, *shrink item*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

SLOW BURST

Price: +5,000 gp
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

This weapon has an image of a snail worked into its hilt or grip, and it feels cold to the touch.

A chill aura numbs this weapon's victim when you strike true. Whenever you score a critical hit with this weapon, the target is slowed (as the *slow* spell) for 3 rounds (Will DC 14 negates). This effect activates even if the creature struck is not normally subject to extra damage from critical hits.

Prerequisites: Craft Magic Arms and Armor, *slow*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

SOULBOUND

Price (Item Level): +1 bonus
Property: Weapon
Caster Level: 6th
Aura: Moderate; (DC 18) abjuration
Activation: Swift (mental)

This looks like a normal item of its kind except for a faint, blue sheen.

A soulbound weapon serves as a receptacle for your essentia, much as a soulmeld does. Every point of essentia invested in the weapon increases its enhancement bonus on attack rolls and damage rolls by 1, up to a maximum enhancement bonus of +3.

Each soulbound weapon has an essentia capacity. The maximum number of essentia points that can be invested in it equals this value or your normal essentia capacity (see Table 2–1: Essentia Capacity, *Magic of Incarnum* 19), whichever is lower.

A soulbound weapon has a maximum essentia capacity of 2.

Chakra Bind: A soulbound weapon grants bonuses when it is bound to a chakra, as described below. These effects function continuously, with no need for activation. See Binding Items to Chakras (*MoI* 108) for more information.

Arms: Binding a soulbound weapon to your arms chakra grants you a +2 insight bonus on rolls made to confirm critical hits with the weapon.

Brow: Binding a soulbound weapon to your brow chakra allows you, if you miss an attack because of concealment, to reroll your miss chance percentile roll one time to see if you actually hit. This benefit is usable once per round.

Hands: Binding a soulbound weapon to your hands chakra grants you a +2 insight bonus on initiative checks while the weapon is held.

Prerequisites: Craft Magic Arms and Armor, *magic weapon*, essentia pool 2.

Cost to Create: Varies.

SOULBOUND, GREATER [SYNERGY]

Price (Item Level): +2 bonus
Caster Level: 18th
Aura: Strong; (DC 24) abjuration

This entire weapon seems composed of some blue material, and it moves through the air effortlessly.

This property functions as the soulbound property (see above), except a greater soulbound weapon has a maximum essentia capacity of 4 (instead of 2), for a maximum enhancement bonus of +5 (instead of +3).

Prerequisites: Craft Magic Arms and Armor, *magic weapon*, essentia pool 4.

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SOULBREAKER [SYNERGY]

Price: +1 bonus
Property: Weapon
Caster Level: 17th
Aura: Strong; (DC 23) necromancy
Activation: —
Synergy Prerequisite: Enervating

Shrouded by motes of darkness, this weapon is the color of a deep bruise.

This weapon functions as an enervating weapon (see page 34). However, a negative level gained from an attack from a soulbreaker weapon doesn't fade 1 hour later. Instead, 24 hours after being struck, if the negative level or levels have not been purged, the subject must succeed on a DC 18 Fortitude save for each negative level or lose a character level.

Prerequisites: Craft Magic Arms and Armor, *energy drain.*

Cost to Create: Varies.

SOULDRINKING [SYNERGY]

Price: +1 bonus
Property: Melee weapon
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: —
Synergy Prerequisite: Enervating

A barely perceptible shadow, in the shape of a screaming humanoid face, seems to flicker on this weapon.

This weapon functions as an enervating weapon (see page 34). In addition, when a souldrinking weapon scores a critical hit on a living creature, it grants you 5 temporary hit points and a +2 morale bonus on melee damage rolls. The temporary hit points don't stack with temporary hit points from any other source. This effect fades after 10 minutes.

Prerequisites: Craft Magic Arms and Armor, *vampiric touch.*

Cost to Create: Varies.

SPELLSTRIKE

Price: +1 bonus
Property: Weapon
Caster Level: 8th
Aura: Moderate; (DC 19) abjuration
Activation: Free (mental)

The image of a great helm ornaments the end of this hefty, unusually solid weapon.

A spellstrike weapon allows you to transfer some or all of the weapon's enhancement bonus, using it as a bonus on your saving throws against spells or spell-like abilities. As a free action, you choose how to allocate the weapon's enhancement bonus at the start of your turn before using the weapon, and the effect on saving throws lasts until the start of your next turn.

Prerequisites: Craft Magic Arms and Armor, *resistance.*

Cost to Create: Varies.

STUNNING [SYNERGY]

Price: +1 bonus
Property: Weapon
Caster Level: 9th
Aura: Moderate; (DC 19) enchantment
Activation: —
Synergy Prerequisite: Screaming

The surface of this weapon is covered with jagged lines resembling lightning bolts.

A stunning weapon functions as a screaming weapon (see page 42).

In addition, on a successful critical hit with a stunning weapon, the target must succeed on a DC 17 Fortitude save or be stunned for 1 round.

Projectile weapons bestow this property on their ammunition.

Prerequisites: Craft Magic Arms and Armor, *hold monster.*

Cost to Create: Varies.

STUNNING SURGE

Price: +1 bonus
Property: Weapon
Caster Level: 9th
Aura: Moderate; (DC 19) enchantment
Activation: Swift (command)

This weapon is broad and heavy compared to other weapons of its kind. Its rough but solid craftsmanship bespeaks straightforward functionality.

On a successful melee attack, you can command this weapon to emit a surge of magical energy. Unless the target succeeds on a Fortitude save (DC 10 + 1/2 your character level + your Cha modifier), it is stunned for 1 round.

This ability is usable a number of times per day equal to 1+ your Charisma bonus (if any). Once you activate this ability, it can't be activated by any other creature until the following day.

Prerequisites: Craft Magic Arms and Armor, *hold monster.*

Cost to Create: Varies.

STYGIAN

Price: +1 bonus
Property: Weapon
Caster Level: 9th
Aura: Moderate; (DC 19) necromancy
Activation: Swift (mental)

This weapon is composed of a black crystal that seems to absorb the light around it.

When you activate a stygian weapon, the next successful attack you make before the end of your turn bestows one negative level on the target in addition to dealing normal damage. This negative level lasts for 10 minutes, and thus can't result in a permanent level decrease.

A stygian weapon functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *enervation.*

Cost to Create: Varies.

SUNDERING

Price: +1 bonus
Property: Melee weapon
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

Decorated with sculpted, imposing fists, this item seems denser than normal.

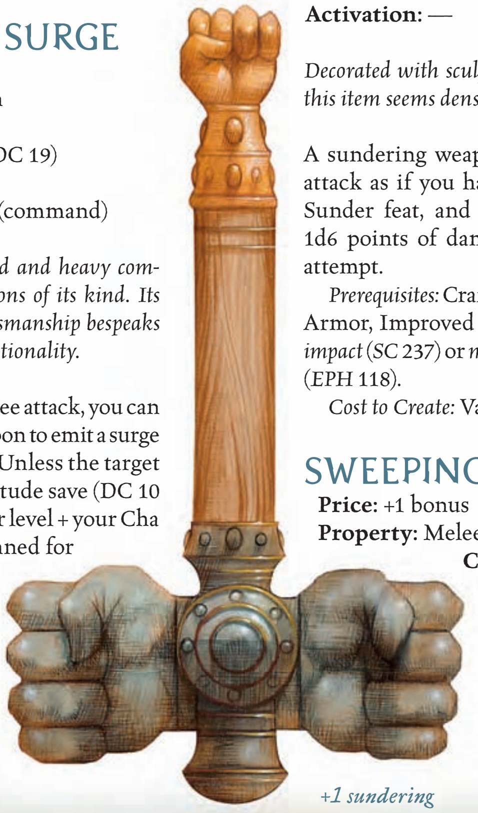
A sundering weapon allows you to attack as if you have the Improved Sunder feat, and it deals an extra 1d6 points of damage on a sunder attempt.

Prerequisites: Craft Magic Arms and Armor, Improved Sunder, *weapon of impact* (SC 237) or *metaphysical weapon* (EPH 118).

Cost to Create: Varies.

SWEEPING

Price: +1 bonus
Property: Melee weapon
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —



+1 sundering warhammer

Images of clouds and gusting wind cover this strangely flexible weapon.

This property grants you a +2 competence bonus on any Strength check made to trip an opponent with the weapon.

Prerequisites: Craft Magic Arms and Armor, *bull's strength.*

Cost to Create: Varies.

TERRAN

Price: +2 bonus
Property: Weapon
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: —

This weapon appears to have been hewn from crystal. Its grip is inlaid with gems in a circular design.

A terran weapon automatically overcomes the damage reduction of any creature that has the air subtype. In addition, the weapon deals an extra 2d6 points of damage against such targets.

A terran weapon also bestows one negative level on any creature that has the air subtype and attempts to wield it. The negative level remains as long as the weapon is in hand and disappears when it is no longer held. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, earth subtype.

Cost to Create: Varies.

TRANSMUTING

Price: +2 bonus
Property: Weapon
Caster Level: 13th
Aura: Strong; (DC 21) transmutation
Activation: —

This odd-looking weapon has both sharp and blunt sections. Its pommel or grip is set with a diamond, a piece of jet, a sapphire, and a ruby. In addition, it is inlaid with both adamantine and silver.

When you score a successful hit with a transmuting weapon against a creature that has damage reduction, that attack is resolved normally. At the start of your next turn, however, the weapon transforms, taking on the properties required to overcome that creature's damage reduction.

Once so changed, the weapon overcomes the designated type of damage reduction for 10 rounds, or until you strike a creature that has a different type of damage reduction. In this case, the weapon transforms in the same manner to overcome that damage reduction instead. If the target has multiple types of damage reduction, the weapon overcomes all of them. If the creature gains a new type of damage reduction after initially being struck (from changing its form, for example), the weapon must change again before it can overcome the new type.

A transmuting weapon does not gain any other benefit of the properties it takes on, and it always deals normal damage.

Prerequisites: Craft Magic Arms and Armor, *fabricate.*

Cost to Create: Varies.

UNHOLY SURGE [SYNERGY]

Price: +1 bonus
Property: Melee weapon
Caster Level: 11th
Aura: Moderate; (DC 20) evocation
Activation: — and swift (command)
Synergy Prerequisite: Unholy

This vile weapon is decorated with jagged spikes, skulls, and other macabre designs.

Characters who serve gods of murder, strife, and other base deeds craft these weapons of pure evil for themselves and for others who share their foul desires. This weapon functions as an unholy weapon (*DMG* 226). This is a continuous effect and requires no activation.

In addition, on a successful melee attack with an unholy surge weapon, you can command it to emit a burst of unholy energy, which deals an extra 3d6 points of damage to a good-aligned target. If used against a non-good creature, it deals no additional damage, and that use of the ability is wasted.

This ability is usable a number of times per day equal to 1 + your Cha bonus (if any). Once you activate this property, it can't be activated by any other creature until the following day.

Prerequisites: Craft Magic Arms and Armor, *unholy blight* or *unholy word.*

Cost to Create: Varies.

VAMPIRIC

Price: +2 bonus
Property: Melee weapon
Caster Level: 9th
Aura: Moderate; (DC 19) necromancy
Activation: —

A gaping maw with elongated incisors adorns this weapon. The fangs shimmer wetly.

A vampiric weapon deals an extra 1d6 points of damage to any living creature it hits, and you heal damage equal to this amount.

Prerequisites: Craft Magic Arms and Armor, *vampiric touch.*

Cost to Create: Varies.

VANISHING

Price: +8,000 gp
Property: Melee weapon
Caster Level: 10th
Aura: Moderate; (DC 20) conjuration
Activation: Swift (command)

The grip of this weapon is transparent, and its pommel or guard is set with white diamonds.

A vanishing weapon allows you to travel short distances instantaneously. Once per day, after a successful melee attack, you can transport yourself and any equipment you are carrying to any spot within 60 feet by activating the weapon. This movement otherwise conforms to the limitations given for the *dimension door* spell (*PH* 221).

Prerequisites: Craft Magic Arms and Armor, *dimension door.*

Cost to Create: 4,000 gp, 320 XP, 8 days.

VENOMOUS

Price: +1 bonus
Property: Weapon
Caster Level: 9th
Aura: Moderate; (DC 19) necromancy
Activation: Swift (command)

A carved snake coils around much of this weapon, its body tensed to strike.

When activated, a venomous weapon coats itself in injury poison (Fort DC 14, 1d4 Str/1d4 Str), which lasts for 1 minute or until your next successful attack with the weapon, whichever comes first.

A venomous weapon functions three times per day.

Projectile weapons bestow this property on their ammunition.

Prerequisites: Craft Magic Arms and Armor, *poison.*

Cost to Create: Varies.

WARNING

Price: +1 bonus
Property: Weapon
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —

Four glass eyes circle this weapon, each watching a different direction.

A warning weapon grants you a +5 insight bonus on initiative checks as long as it is held.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*.

Cost to Create: Varies.

WEAKENING

Price: +1 bonus
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: —

Macabre ornamentation and stretched bits of leather make this weapon look as though it were made from a shriveled limb.

When you score a critical hit with a weakening weapon, the target takes a –4 penalty to its Strength score (to a minimum score of 1) for 10 minutes. Multiple strikes aren't cumulative.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *ray of enfeeblement*.

Cost to Create: Varies.

WHIRLING

Price: +1 bonus
Property: Slashing melee weapon
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: Full-round (mental)

The hilt of this weapon is twisted into a corkscrew design, and its blade is dramatically curved.

Three times per day, you can use this weapon to make a whirling attack that has a chance of striking all nearby opponents. Instead of making your regular attacks, you instead make one melee attack at your full attack bonus against each opponent within reach of the weapon. This property otherwise functions like the Whirlwind Attack feat.

Prerequisites: Craft Magic Arms and Armor, *haste*.

Cost to Create: Varies.

SPECIFIC WEAPONS

The following weapons are usually constructed with the properties described here. You can increase the enhancement bonus of these weapons or add more special properties just as you would for any other item.

The items in this section are arranged alphabetically.

ARROW OF BITING

Price (Item Level): 506 gp (3rd)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: — (ammunition)
Weight: —

This long arrow features alternating bands of red, yellow, and black, similar to the markings of a poisonous serpent. Instead of an arrowhead, the fang of a gigantic snake is fastened to its tip.

This *+1 arrow* injects any creature it strikes with poison (injury, Fort DC 16, 1d6 Con/1d6 Con).

An *arrow of biting* can also be created as a crossbow bolt for the same price.

Prerequisites: Craft Magic Arms and Armor, *poison*.

Cost to Create: 250 gp (plus 6 gp for masterwork arrow), 20 XP, 1 day.

ASSASSIN WHIP

Price (Item Level): 5,301 gp (10th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Free (command)
Weight: 1 lb.

Although this seems to be nothing more than a tangled, long-leafed vine, one end has been knotted into a sturdy handle like that of a whip.

Twice per day, you can activate this *+1 whip* after successfully hitting a Medium or smaller target that is standing on the ground. Doing this causes tendrils of vegetation to spring forth from the ground, entangling the target and dealing 2d6 points of damage per round. This effect lasts for 3 rounds or until the affected creature escapes from the tendrils (a DC 20 Strength check or DC 20 Escape Artist check made as a full-round action).

Prerequisites: Craft Magic Arms and Armor, *entangle*.

Cost to Create: 2,500 gp (plus 301 gp for masterwork whip), 200 XP, 5 days.

AXE OF ANCESTRAL VIRTUE [RELIC]

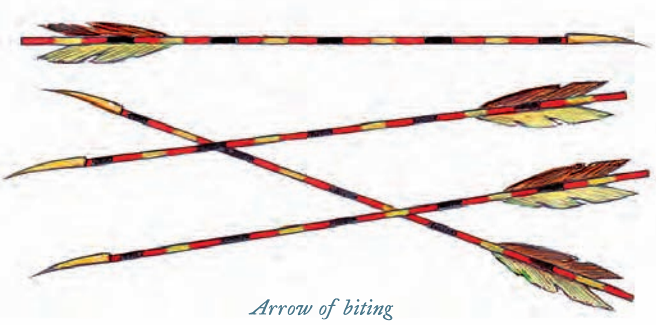
Price (Item Level): 8,530 gp (12th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: —
Weight: 8 lb.

A holy symbol of Moradin decorates the joint between the head and the haft of this sturdy adamantine waraxe.

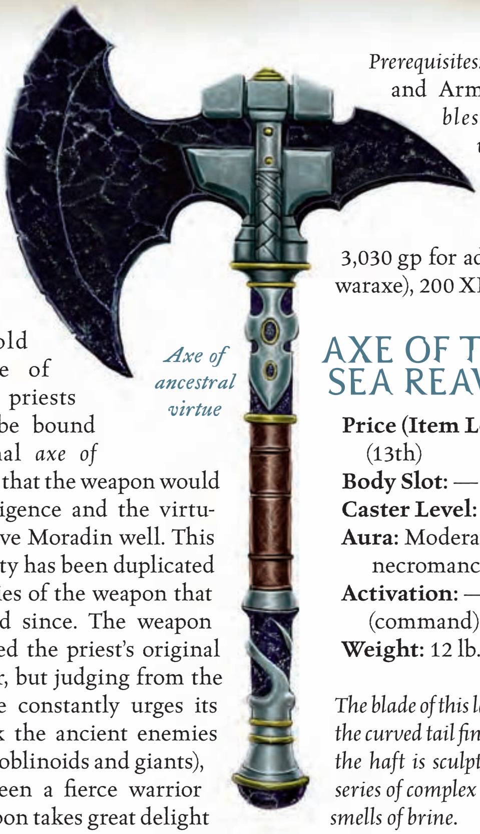
When you wield an axe of ancestral virtue, it functions as a *+1 keen adamantine dwarven waraxe* if you are lawful good, lawful neutral, or neutral good. Prized by the faithful of the Soul Forger, these weapons have long been used in the defense of dwarf holdings.

Relic Power: If you have established the proper divine connection, an *axe of ancestral virtue* reveals its intelligence and sentience (AL LN; Int 10, Wis 17, Cha 17; speech, telepathy, darkvision 120 ft., hearing; Ego score 17). In addition, the axe can use *bless*, *cure moderate wounds* (wielder only), and *faerie fire*, each three times per day.

To use the relic power, you must worship Moradin and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD. If you sacrifice a


Arrow of biting

Illus. by D. Martin



Axe of ancestral virtue

7th-level divine slot (or have the True Believer feat and at least 13 HD), the weapon can also use *haste* (wielder only) three times per day.

Lore: Untold years ago, one of Moradin's high priests volunteered to be bound into the original *axe of ancestral virtue* so that the weapon would have both intelligence and the virtuous nature to serve Moradin well. This priest's personality has been duplicated into the few copies of the weapon that have been forged since. The weapon has never revealed the priest's original name to any user, but judging from the fact that the axe constantly urges its wielder to attack the ancient enemies of the dwarves (goblinoids and giants), he must have been a fierce warrior indeed. The weapon takes great delight in "illuminating targets" (*faerie fire*), "salving honor-wounds" (*cure moderate wounds*), and granting "godspeed" (*haste*). The axe also judges its wielders on how well they adhere to traditional dwarf culture, and it rebels mightily against nondwarves who so much as pick it up (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *bless, cure moderate wounds, faerie fire, haste, keen edge.*

Cost to Create: 2,500 gp (plus 3,030 gp for adamantine dwarven waraxe), 200 XP, 5 days.

AXE OF THE SEA REAVERS

Price (Item Level): 10,320 gp (13th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: — and standard (command)
Weight: 12 lb.

The blade of this large greataxe looks like the curved tail fin of some great fish, and the haft is sculpted to look like a long series of complex sailor's knots. The axe smells of brine.

This *+1 greataxe* allows you to float atop the water, no matter your weight. This effect functions continuously and requires no activation.

You can also activate an *axe of the sea reavers* to access two additional abilities. You can utter a war cry engraved into the axe's haft. You and all allies within 15 feet of you gain a +2 morale bonus on attack rolls, weapon damage, saves, skill checks, and ability checks for 1 round.

In addition, you can speak a command word engraved upon the blade. All enemies within 15 feet of you become panicked for 1 round (Will DC 16 negates).

Each of these abilities is usable once per day.

Prerequisites: Craft Magic Arms and Armor, *fear, heroism.*

Cost to Create: 5,000 gp (plus 320 gp for masterwork greataxe), 400 XP, 10 days.

BLADED CROSSBOW

Price (Item Level): 4,660 gp (9th)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) evocation
Activation: —
Weight: 12 lb.

The front of this heavy crossbow is fitted with a pair of curved, sharp blades. The gap between them is perfectly positioned to allow the unhindered passage of a crossbow bolt.

This crossbow has an exceptionally strong stock, which is shaped so that you can grip and swing it as a melee weapon. You can use a *bladed crossbow* as either a *+1 heavy crossbow* for ranged attacks, or as a *+1 battleaxe* for melee attacks.

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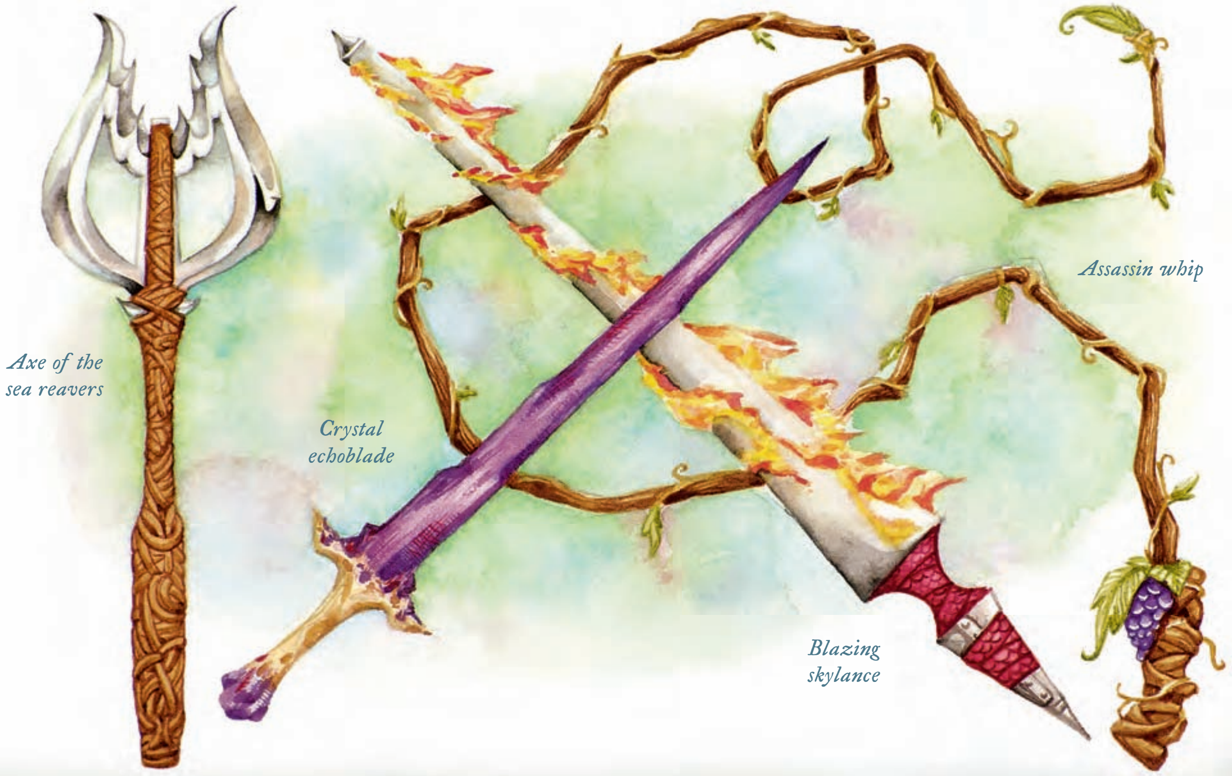


Prerequisites: Craft Magic Arms and Armor, *blade barrier.*

Cost to Create: 2,000 gp (plus 660 gp for masterwork heavy crossbow and masterwork battleaxe), 80 XP, 4 days.

BLAZING SKYLANCE

Price (Item Level): 8,310 gp (12th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Standard (command)
Weight: 10 lb.

Red and orange flames lick the length of this silver lance. The haft is wrapped in strips of red scaled leather.

Three times per day, you can command this *+1 lance* to fire a 15-foot cone of searing flames from its tip, dealing 5d4 points of fire damage to targets within the cone's area (Reflex DC 13 half).

Prerequisites: Craft Magic Arms and Armor, *burning hands.*

Cost to Create: 4,000 gp (plus 310 gp for masterwork lance), 320 XP, 8 days.

BOW OF SONGS

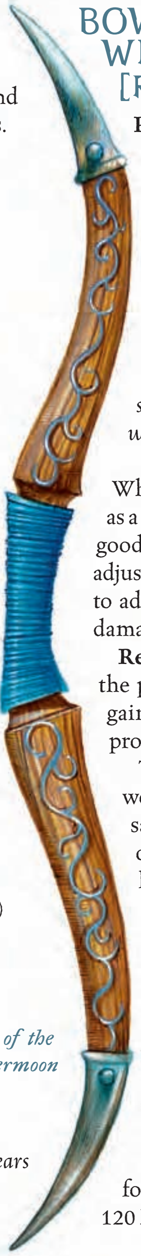
Price (Item Level): 12,330 gp (13th)
Body Slot: — (held)
Caster Level: 8th
Aura: Moderate; (DC 19) evocation
Activation: Swift (command)
Weight: 2 lb.

This bow is made of fine wood and appears to be of elven design.

This *+1 shortbow* blends music with every shot to deadly effect. On your turn, you can expend one daily use of your bardic music ability to gain a bonus equal to your Charisma bonus on the next attack roll and (if your attack hits) on the corresponding damage roll that you make with the bow.

Prerequisites: Craft Magic Arms and Armor, *sculpt sound,* elf, bardic music.

Cost to Create: 6,000 gp (plus 330 gp for masterwork shortbow), 480 XP, 12 days.



Bow of the wintermoon

Illus. by W. England & C. Critchlow

BOW OF THE WINTERMOON [RELIC]

Price (Item Level): 3,400 gp (8th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) evocation
Activation: —
Weight: 3 lb.

This elegant composite longbow is carved of rowan and inlaid with silver tracery in an elven design. Its tips are shod with silver, and its grip is wound with blue metal wire.

When you wield this bow, it functions as a *+1 composite longbow* if you are chaotic good, neutral good, or chaotic neutral. It adjusts its pull automatically, allowing you to add your full Strength bonus to your damage roll with each arrow fired.

Relic Power: If you have established the proper divine connection, this bow gains the frost and drow bane weapon properties (*DMG* 224).

To use the relic power, you must worship Corellon Larethian and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Lore: Corellon Larethian gave the original *bow of the wintermoon* to the elf hero Seskaya more than two thousand years ago, but his clerics have since made several copies (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *ice storm, summon monster I.*

Cost to Create: 1,500 gp (plus 400 gp for masterwork composite longbow), 120 XP, 3 days.

BOWSTAFF

Price (Item Level): 4,600 gp (9th)
Body Slot: — (held)
Caster Level: 15th
Aura: Strong; (DC 22) transmutation
Activation: Swift (command)
Weight: 4 lb.

This thin, flexible quarterstaff has a bulge in the center and tapered tips.

By activating a *bowstaff,* you can change this *+1/masterwork quarterstaff* into a *+1 longbow* or back again. Each version performs like a regular magic weapon of its kind.

Prerequisites: Craft Magic Arms and Armor, *polymorph any object.*

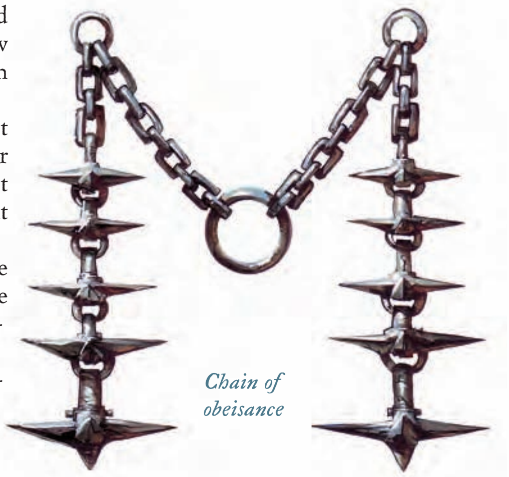
Cost to Create: 2,000 gp (plus 600 gp for masterwork quarterstaff), 160 XP, 4 days.

CHAIN OF OBEISANCE [RELIC]

Price (Item Level): 20,400 gp (15th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) enchantment
Activation: —
Weight: 12 lb.

This spiked chain is forged of thick metal bands interspersed with long, sharp dagger points.

Followers of Hextor prize these grisly weapons for keeping their prisoners subdued. A *chain of obeisance* functions as a *+1 unholy spiked chain* if you are lawful evil, neutral evil, or lawful neutral.



Chain of obeisance

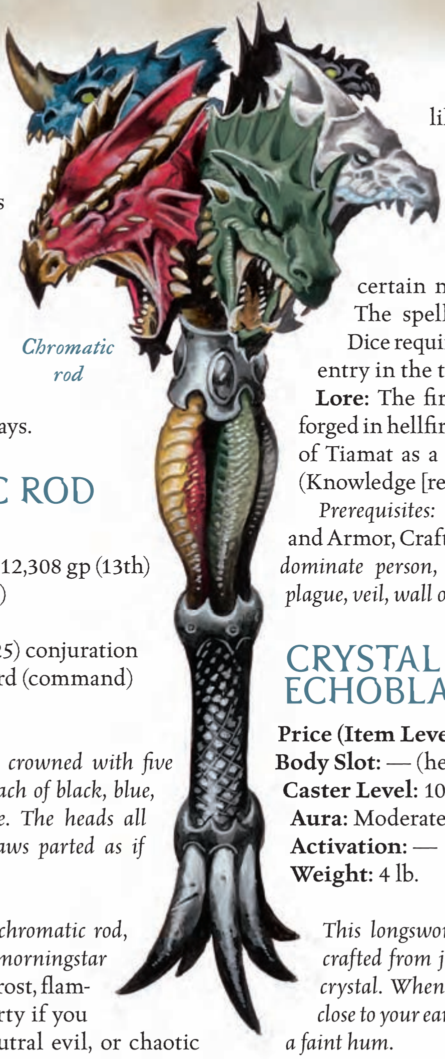
Relic Power: Despite its size and apparent unwieldiness, if you have established the proper divine connection, you can wield this weapon in a grapple as if it were a light weapon. If you pin your opponent while wielding a *chain of obeisance,* the foe must succeed on a DC 22 Will save or be dominated as by the *dominate monster* spell. No more than one creature can be dominated at a time; if you use this power on a second creature, the first effect ends.

To use the relic power, you must worship Hextor and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Lore: These weapons are forged from the shackles in Hextor's hellish prison-fortress. The first of them were used by the strongest warriors in Hextor's horde to subdue prisoners taken on the battlefields of the Outer Planes (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *dominate monster*.

Cost to Create: 10,000 gp (plus 400 gp for masterwork spiked chain), 800 XP, 20 days.



Chromatic rod

CHROMATIC ROD [RELIC]

Price (Item Level): 12,308 gp (13th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) conjuration
Activation: Standard (command)
Weight: 1 lb.

This iron-shod rod is crowned with five dragon heads—one each of black, blue, green, red, and white. The heads all face outward, their jaws parted as if to breathe.

When you wield a *chromatic rod*, it functions as a *+1 morningstar* with the corrosive, frost, flaming, or shock property if you are chaotic evil, neutral evil, or chaotic neutral. You can select or change the property by speaking the command word, but it can have no more than one such property at a time.

Relic Power: If you have established the proper divine connection, you can also use the *chromatic rod's* spell-like abilities, as given on the table below. Each is usable once per day.

Cost to Create: 6,000 gp (plus 308 gp for masterwork morningstar), 480 XP, 12 days.

Spell Slot Level/HD	Spell-Like Abilities Gained
5th/9	*Wall of ice* (300-ft. range, covering up to twenty 10-foot squares)
	Insect plague (1,200-ft. range, creating six adjacent swarms)
7th/13	*Dominate person* (75-ft. range, Will DC 20 negates)
	Find the path (duration 200 minutes)
	Veil (Will DC 21)

To use these spell-like abilities, you must worship Tiamat and either sacrifice a divine spell slot or have the True Believer feat and a certain number of Hit Dice. The spell slot level and Hit Dice required are given for each entry in the table.

Lore: The first *chromatic rod* was forged in hellfire by the five consorts of Tiamat as a gift for their queen (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Craft Rod, Sanctify Relic, *dominate person, find the path, insect plague, veil, wall of ice*.

CRYSTAL ECHOBLADE

Price (Item Level): 4,310 gp (9th)
Body Slot: — (held)
Caster Level: 10th
Aura: Moderate; (DC 20) evocation
Activation: —
Weight: 4 lb.

This longsword's blade is crafted from jagged violet crystal. When you hold it close to your ear, you hear a faint hum.

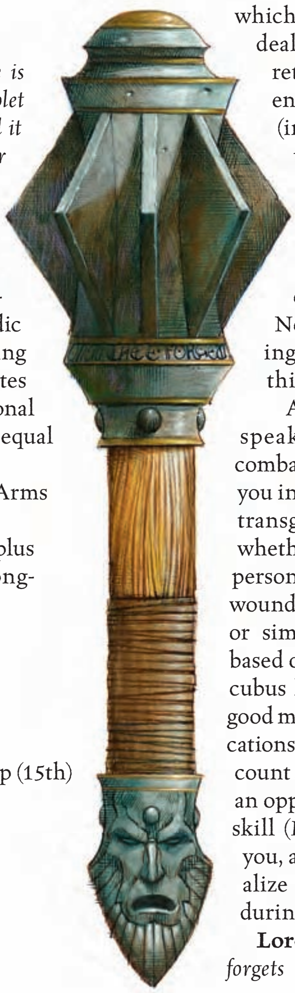
A *crystal echoblade* normally functions as a *+1 longsword*, but is enhanced by your musical ability. If you use your bardic music ability while wielding the weapon, the blade resonates in harmony, dealing additional sonic damage on each attack equal to half your bard level.

Prerequisites: Craft Magic Arms and Armor, bardic music.

Cost to Create: 2,000 gp (plus 310 gp for masterwork longsword), 160 XP, 4 days.

CUDGEL THAT NEVER FORGETS [RELIC]

Price (Item Level): 20,312 gp (15th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) conjuration
Activation: —; see text
Weight: 8 lb.



Cudgel that never forgets

This heavy mace has a flanged iron head and a thick wooden shaft wrapped in leather cord. At its base is an intricately carved metal representation of a stern, bearded face.

This weapon was created to aid the followers of St. Cuthbert in exacting just retribution for wrongful acts. When you wield a *cudgel that never forgets*, it functions as a *+1 axiomatic heavy mace* if you are lawful neutral, lawful good, or neutral.

Relic Power: If you have established the proper divine connection, this weapon reveals its intelligence and sentience (AL LN; Int 16, Wis 10, Cha 16; speech [Abyssal, Celestial, Common, and Infernal], darkvision 60 ft., hearing, Intimidate 10 ranks for a total modifier of +13). In addition, the mace can produce a *cure moderate wounds* effect three times per day.

To use the relic power, you must worship St. Cuthbert and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD. If you sacrifice a 7th-level divine slot (or you have the True Believer feat and at least 13 HD), the cudgel also remembers which foes have struck you and deals extra damage to them in retribution thereafter. If an enemy hits you with a weapon (including a natural weapon), the cudgel thereafter has an enhancement bonus 2 higher than normal against that foe. It also deals an extra 2d6 points of damage against that foe. No disguise or shapechanging ability can guard against this ability.

A *cudgel that never forgets* speaks little except during combat, during which it reminds you in stentorian tones about the transgressions of each enemy, whether it has witnessed them personally ("That bugbear hath wounded Lidda most grievously") or simply assumed wrongdoing based on creature type ("That succubus hath surely tempted many good men toward evil"). The imprecations of a *cudgel that never forgets* count as an attempt to demoralize an opponent with the Intimidate skill (*PH* 76). Unless it's healing you, a cudgel attempts to demoralize an opponent every round during your turn.

Lore: The first *cudgel that never forgets* was crafted by a master

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weaponsmith whose city was plagued by shapeshifters that attacked citizens, then disappeared into crowds. A select group of city guards, armed with the cudgels, quickly sorted out the guilty from the innocent and restored order to the city. Thereafter, the cudgels were donated to the Church of St. Cuthbert (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *cure moderate wounds, true seeing.*

Cost to Create: 10,000 gp (plus 312 gp for masterwork heavy mace), 800 XP, 20 days.

DAGGER OF DEFIANCE

Price (Item Level): 6,302 gp (10th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: —
Weight: 1 lb.

This ornate dagger seems light, almost fragile, with its stylized porcelain hilt. Its blade is long and thin, like a tiny rapier.

This *+1 dagger* grants you a +3 resistance bonus on saves against enchantment and fear effects.

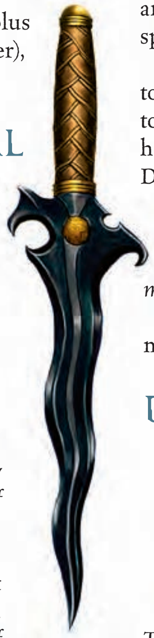
Prerequisites: Craft Magic Arms and Armor, *remove fear.*

Cost to Create: 3,000 gp (plus 302 gp for masterwork dagger), 240 XP, 6 days.

DAGGER OF DENIAL [RELIC]

Price (Item Level): 20,302 gp (15th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) abjuration
Activation: —; see text
Weight: 1 lb.

This black-bladed dagger has a wavy blade and a hilt set with a chunk of fool's gold.



Dagger of denial

Illus. by D. Griffith

When you wield this weapon, it functions as a *+1 unholy dagger.* Unlike most relics, a *dagger of denial* functions for a wielder of any alignment, and it retains its sentience and basic relic powers even if you don't establish the proper divine connection, though it will not reveal its intelligence to you or use any relic powers on your behalf. However, if you aren't neutral, lawful evil, neutral evil, or chaotic evil, the dagger betrays you at the first available opportunity. A *dagger of denial* starts working against you by surreptitiously dispelling your spells and those of your allies, leaving you without the magic you depend on for battle.

Relic Power: If you have established the proper divine connection, a *dagger of denial* reveals its intelligence and sentience (AL NE; Int 18, Wis 10, Cha 18; speech, telepathy, darkvision 120 ft., blindsense, hearing, Intimidate 10 ranks for a total modifier of +13, Spellcraft 10 ranks for a total modifier of +14, Bluff 10 ranks for a total modifier of +14, Ego score 26). In addition, the dagger can use *detect magic* at will and *greater dispel magic* once per day.

To use the relic power, you must worship Vecna and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD. If you sacrifice an 8th-level divine spell slot (or you have the True Believer feat and at least 15 HD), the dagger grants you a continuous *detect scrying* effect and can use *arcane eye* once per day.

A *dagger of denial* takes great glee in disrupting other spellcasters. It giggles and cackles to you constantly when facing enemy spellcasters. It generally readies an action to counterspell such a foe's spellcasting with *greater dispel magic.*

Lore: The four *daggers of denial* known to exist were originally gifts from Vecna to the wizards he charged with keeping his priests in line (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *arcane eye, detect magic, detect scrying, greater dispel magic.*

Cost to Create: 10,000 gp (plus 302 gp for masterwork dagger), 800 XP, 20 days.

DAWNSTAR [RELIC]

Price (Item Level): 9,308 gp (12th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) evocation
Activation: —
Weight: 2 lb.

This morningstar has a spiked adamantine head and a knob of the same metal bonded to the end of the haft. The junctures of the haft and the metal portions are decorated with glowing, cabochon-cut rubies.

Created to help bring the light of goodness into places of the darkest evil, a *dawnstar* is a favorite of Pelor's clergy. When you wield a *dawnstar,* it functions as a *+2 morningstar* if you are lawful good, neutral good, chaotic good, or neutral.

Relic Power: If you have established the proper divine connection, a *dawnstar* gains the brilliant energy property (*DMG* 224). Furthermore, if it is ever sundered or otherwise broken, it explodes, dealing 200 points of damage to every creature and object within 10 feet, 150 points of damage to all within 20 feet, and 100 points of damage to all within 30 feet. Each affected creature can attempt a DC 17 Reflex save to halve the damage. You are unharmed by the explosion.

To use the relic power, you must worship Pelor and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Lore: Only four *dawnstars* are known to exist. They were originally gifts from Pelor to four solars who rescued one of his mortal paladins from Baator (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *sunburst.*

Cost to Create: 4,500 gp (plus 308 gp for masterwork morningstar), 360 XP, 9 days.

DEATH SPIKE

Price (Item Level): 6,304 gp (10th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: Free (command)
Weight: 6 lb.

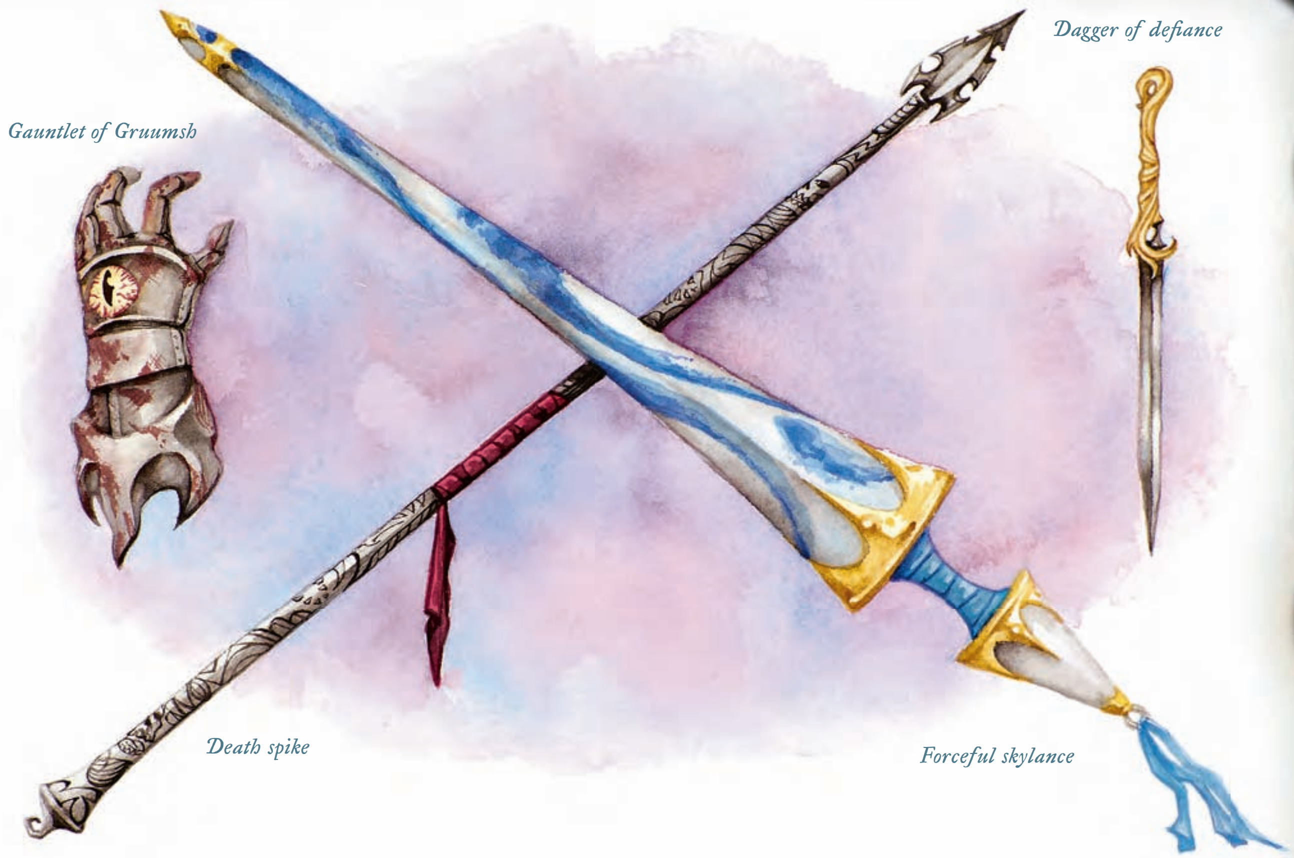
This long, wrought iron spear is clearly capable of causing devastating wounds. Blackened ritual runes of death appear along its length.

A *death spike* allows you to draw the life energy out of a dying target, granting you temporary vitality. It functions as a *+1 cold iron spear,* but whenever you reduce a living creature to –1 or fewer hit points on a melee attack with the spear, you can activate it to gain 1d8 temporary hit points and a +2 morale bonus on damage rolls. These benefits last for 1 hour; multiple uses of the spear don't stack. The spear can be activated three times per day.

If you also wear a magic item that grants a bonus to your Charisma score, you can add the item's bonus to the temporary hit points granted by the spear.

Prerequisites: Craft Magic Arms and Armor, *death knell, magic weapon.*

Cost to Create: 2,000 gp (plus 304 gp for masterwork cold iron spear, plus 2,000 gp for enhancing cold iron), 160 XP, 4 days.



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DWARF CRUSHER

Price (Item Level): 9,010 gp (12th)
Body Slot: — (held)
Caster Level: 6th
Aura: Moderate; (DC 18) transmutation
Activation: Swift (command)
Weight: 8 lb.

This enormous greatclub bears thick patches of rusted metal bracing a spiked stone weight set within the gnarled head.

This *Large +1 adamantine greatclub* can only be activated by a bearer who has a Strength of 21 or higher and the Power Attack feat.

When it is activated, the next attack you make with a *dwarf crusher* in that round against a dwarf, a construct, or a creature that has the earth subtype is treated as a touch attack. You must also take at least a –5 penalty on this attack roll using the Power Attack feat in order to gain this benefit. This effect functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *bull's strength*, giant.

Cost to Create: 6,000 gp (plus 3,010 gp for Large adamantine greatclub), 240 XP, 6 days.

EXPLOSIVE SLING

Price (Item Level): 36,300 gp (17th)
Body Slot: — (held)
Caster Level: 15th
Aura: Strong; (DC 22) evocation
Activation: —
Weight: —

This sling is made of leather that has been blackened by fire.

This *+1 sling* imbues stones launched from it with an explosive charge. When you hit a target with a stone fired from an *explosive sling*, the stone explodes, dealing an extra 2d6 points of fire damage to the target (no save). In addition, each other creature within 10 feet of the target creature when the stone explodes is engulfed in flame from the burst of fire and takes 2d6 points of fire damage (Reflex DC 22 negates).

Prerequisites: Craft Magic Arms and Armor, *fireball*.

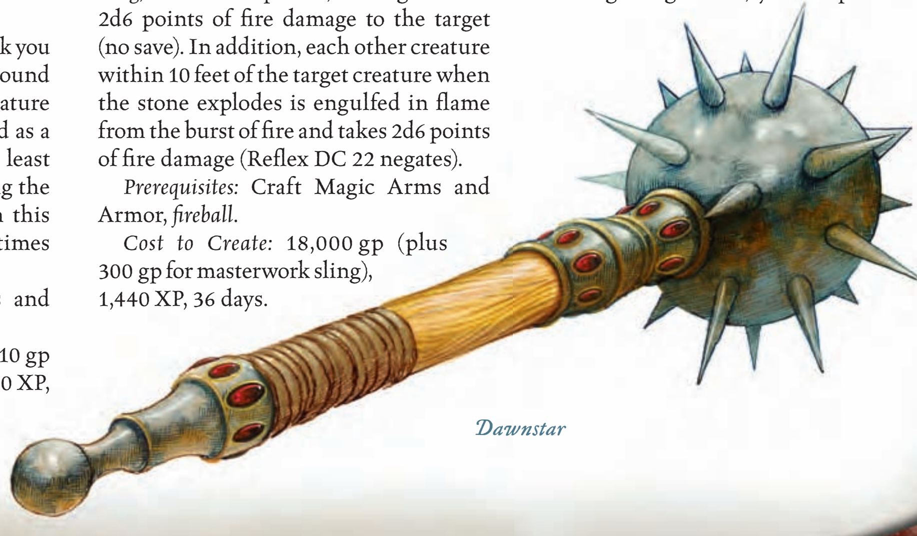
Cost to Create: 18,000 gp (plus 300 gp for masterwork sling), 1,440 XP, 36 days.

THE FIST

Price (Item Level): 7,005 gp (11th)
Body Slot: — (held)
Caster Level: 15th
Aura: Strong; (DC 22) evocation
Activation: — and swift (command)
Weight: —

Thousands of black links make up this chainmail gauntlet, its knuckles ending in pitted, battle-worn spikes.

Forged long ago by dwarf hands, *the fist* is a *+1 adamantine spiked gauntlet.* While wearing the gauntlet, you are protected



Illus. by D. Martin

from *chill metal* and *heat metal* spells. This is a continuous effect and requires no activation.

In addition, once per day you can activate *the fist*. When you do, your next attack with the gauntlet before the end of your turn deals an extra 2d6 points of damage, knocks the target prone, and stuns it for 1 round (Fort DC 22 negates the stun and prone effects).

Prerequisites: Craft Magic Arms and Armor, *Bigby's clenched fist, endure elements.*

Cost to Create: 2,000 gp (plus 3,005 for adamantine spiked gauntlet), 160 XP, 4 days.

FORCEFUL SKYLANCE

Price (Item Level): 8,310 gp (12th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Standard (command)
Weight: 10 lb.

Images of blazing blue comets streak across this slender silver lance. Blue ribbons trail from the weapon's handle.

Three times per day, you can command this *+1 lance* to produce a *magic missile* effect, firing three missiles with each use. These missiles can be aimed at up to three targets within 150 feet of you.

Prerequisites: Craft Magic Arms and Armor, *magic missile.*

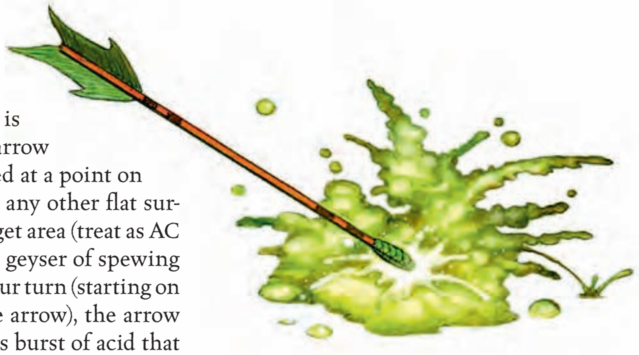
Cost to Create: 4,000 gp (plus 310 gp for masterwork lance), 320 XP, 8 days.

FOUNTAINHEAD ARROW

Price (Item Level): 306 gp (2nd)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) conjuration
Activation: — (ammunition)
Weight: —

This redwood arrow smells acrid and feels damp to the touch.

A *fountainhead arrow* is an otherwise normal arrow designed to be targeted at a point on the ground, a wall, or any other flat surface. If you hit the target area (treat as AC 5), the arrow creates a geyser of spewing acid. Each round on your turn (starting on the turn you fired the arrow), the arrow creates a 10-foot-radius burst of acid that deals 2d8 points of acid damage to all creatures in the area (Reflex DC 14 half). This effect continues for 3 rounds.



Fountainhead arrow

A *fountainhead arrow* can be created as a crossbow bolt for the same price.

Prerequisites: Craft Magic Arms and Armor, *Melf's acid arrow.*

Cost to Create: 150 gp (plus 6 gp for masterwork arrow), 12 XP, 1 day.

GALEB DUHR HAMMER

Price (Item Level): 5,312 gp (10th)
Body Slot: —
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Activation: —
Weight: 15 lb.

The head of this massive warhammer is made of living rock.

A *galeb duhr hammer* acts as a *+1 warhammer.* In addition, if you have the stonecunning racial ability, the hammer gains an extra ability. Whenever you score a critical hit with a *galeb duhr hammer* against a creature standing on the ground, the surface your target is standing on attempts to hold the creature in place. For 5 rounds, the victim's speed falls to 5 feet and it takes a –2 penalty on attack rolls and to AC.

Lore: Galeb duhrs are enigmatic and taciturn rock creatures. A *galeb duhr hammer* is actually the nascent form of a galeb duhr, as yet unintelligent, gifted by the clan fathers to certain dwarves and other earth friends to serve as a living weapon against common enemies. Someone who wields a *galeb duhr hammer* without the permission of the hammer's creator faces the possibility of being hunted down and crushed (Knowledge [arcana] DC 15).

Prerequisites: Craft Magic Arms and Armor, *stone shape.*

Cost to Create: 2,500 gp (plus 312 gp for masterwork warhammer), 200 XP, 5 days.

GHOST NET

Price (Item Level): 8,320 gp (11th)
Body Slot: — (held)
Caster Level: 13th
Aura: Moderate; (DC 21) abjuration
Activation: —
Weight: 1 lb.

This sheet of gossamer-thin netting has an iridescent sheen.

You can throw this item at a target as though it were an ordinary net. It has no effect against corporeal targets, but any incorporeal target hit by a *ghost net* is treated as corporeal for the purpose of dealing damage to it with physical or magical attacks (though the net doesn't entangle an incorporeal target). It can be hit with normal weapons (though its normal damage reduction, if any, still applies), and it does not have the usual 50% chance to ignore damage from corporeal sources. A creature ensnared by a *ghost net* also cannot turn ethereal (or, if snared on the Ethereal Plane, can't return to the Material Plane). The creature retains all its other special abilities and can extract itself from the net with a successful DC 20 Escape Artist check as a full-round action. However, a *ghost net* can't be burst with a Strength check as a normal net can.

Prerequisites: Craft Magic Arms and Armor, *ghost trap* (SC 103).

Cost to Create: 4,000 gp (plus 320 gp for masterwork net), 320 XP, 8 days.

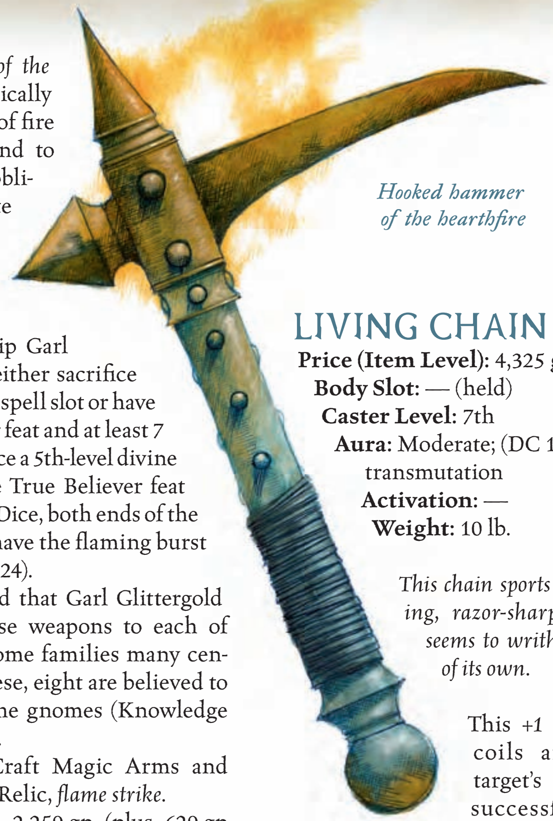
HOOKED HAMMER OF THE HEARTHFIRE [RELIC]

Price (Item Level): 5,120 gp (10th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) evocation
Activation: —
Weight: 6 lb.

The metal ends of this gnome hooked hammer glow with a faint reddish hue. Its haft is decorated with iron bosses and uncut gemstones.

These weapons were created to help the gnomes defend their holdings. While you wield a *hooked hammer of the hearthfire,* it functions as a *+1/+1 gnome hooked hammer* if you are neutral good, neutral, chaotic good, or lawful good.

Relic Power: If you have established the proper divine connection, both ends of this weapon also have the flaming property (*DMG* 224). Furthermore, your



Hooked hammer of the hearthfire

hooked hammer of the hearthfire automatically deals 1d6 points of fire damage per round to any kobold or goblinoid unfortunate enough to grasp its handle.

To use the relic power, you must worship Garl Glittergold and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD. If you sacrifice a 5th-level divine spell or have the True Believer feat and at least 9 Hit Dice, both ends of the weapon instead have the flaming burst property (*DMG* 224).

Lore: It is said that Garl Glittergold gave one of these weapons to each of twelve noble gnome families many centuries ago. Of these, eight are believed to remain among the gnomes (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *flame strike*.

Cost to Create: 2,250 gp (plus 620 gp for masterwork/masterwork hooked hammer), 180 XP, 5 days.

LASH OF SANDS

Price (Item Level): 22,301 gp (15th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: Free (mental)
Weight: 4 lb.

Strips of camel skin wrap the handle of this strange whip, but the rest of its length seems to be a ribbon of cohesive sand.

This *+1 desiccating burst whip* is twice as heavy as a normal whip, deals lethal damage, and is effective even against opponents in armor.

Once per day, you can activate the whip when you strike an opponent with it. Doing so creates a mass of leather bindings that enwrap the target, entangling it as if with a net (*PH* 119) for 3 rounds or until it escapes. Each round the creature remains entangled, it takes 1d4 points of damage, or 1d8 points if it is a plant or an elemental that has the water subtype. Nonliving creatures take no damage from this effect.

Prerequisites: Craft Magic Arms and Armor, *animate rope, desiccate* (*Snd* 114).

Cost to Create: 11,000 gp (plus 301 gp for masterwork whip), 880 XP, 22 days.

LIVING CHAIN

Price (Item Level): 4,325 gp (9th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: 10 lb.

This chain sports wicked-looking, razor-sharp barbs and seems to writhe with a life of its own.

This *+1 spiked chain* coils around the target's limbs on a successful attack, granting you a +2 bonus on Strength checks made to trip the target.

Prerequisites: Craft Magic Arms and Armor, *bull's strength.*

Cost to Create: 2,000 gp (plus 325 gp for masterwork spiked chain), 160 XP, 4 days.

MACE OF THE DARK CHILDREN

Price (Item Level): 8,012 gp (12th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) necromancy
Activation: —
Weight: 8 lb.

This heavy mace's blackened metal haft looks like a fleshless human femur. Its head is shaped like a skull with three screaming skeletal faces, each howling in a different direction.

This *+1 adamantine heavy mace* grants you a +3 profane bonus on rebuke undead attempts. You also treat your level as two higher when determining how many Hit Dice of undead you can rebuke.

Prerequisites: Craft Magic Arms and Armor, *animate dead.*

Cost to Create: 2,500 gp (plus 3,012 for adamantine heavy mace), 200 XP, 5 days.

MANTICORE GREATSWORD

Price (Item Level): 5,350 gp (10th)
Body Slot: — (held)
Caster Level: 10th
Aura: Moderate; (DC 20) evocation
Activation: Standard (command) or full-round (command)
Weight: —

This greatsword has a wavy blade and an oversized hilt adorned with six spikes.

Manticore greatswords were designed to mimic the spike-throwing ability of their namesake creature. Such a weapon functions as a *+1 greatsword*. When you activate this weapon, you can launch either one spike (a standard action) or all six spikes (a full-round action) from its hilt as a ranged attack that provokes attacks of opportunity. Treat the spikes as thrown weapons. Each spike deals 1d6 points of piercing damage and has a range increment of 20 feet. The spikes have an enhancement bonus equal to that of the weapon, and are treated as being made of the same material and having the same alignment (if any) as the weapon. The spikes crumble to dust 1 round after they are launched from the weapon. A *manticore greatsword* regenerates any thrown spikes at dawn each day.

Prerequisites: Craft Magic Arms and Armor, *magic missile.*

Cost to Create: 2,500 gp (plus 350 gp for masterwork greatsword), 200 XP, 5 days.

METEORIC KNIFE

Price (Item Level): 2,802 gp (7th)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: Swift (command)
Weight: 1/2 lb.

This throwing knife is made from a seamless piece of shining black metal.

This knife functions as a *+1 dagger*. In addition, a *meteoric knife* has three charges, which are renewed each day at dawn. Spending 1 or more charges enhances the dagger's magical properties as described below. The effects last for 1 round.

1 charge: The dagger gains the returning property.

2 charges: The dagger gains the flaming and returning properties.

3 charges: The dagger gains the flaming and returning properties (*DMG* 224–225). In addition, if it hits a creature, it deals

Illus. by W. England

normal damage and creates an explosion of fire that deals an extra 3d6 points of fire damage to the target and all creatures adjacent to it (Reflex DC 14 half).

Prerequisites: Craft Magic Arms and Armor, *fireball*, *telekinesis*.

Cost to Create: 1,250 gp (plus 302 gp for masterwork dagger), 100 XP, 3 days.

MORNINGSTAR OF THE MANY [RELIC]

Price (Item Level): 7,308 gp (11th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) necromancy
Activation: Swift (command)
Weight: 6 lb.

This austere morningstar glows with an eerie blue light at all times, and its form feels unstable.

It is said that these morningstars have been dipped in the blood of creatures from every known plane on the Great Wheel. When you wield it, a *morningstar of the many* functions as a *+1 morningstar* if you are chaotic evil, neutral evil, or chaotic neutral. Furthermore, the weapon overcomes damage reduction as if it has all four of the alignment descriptors (chaotic, evil, good, and lawful).

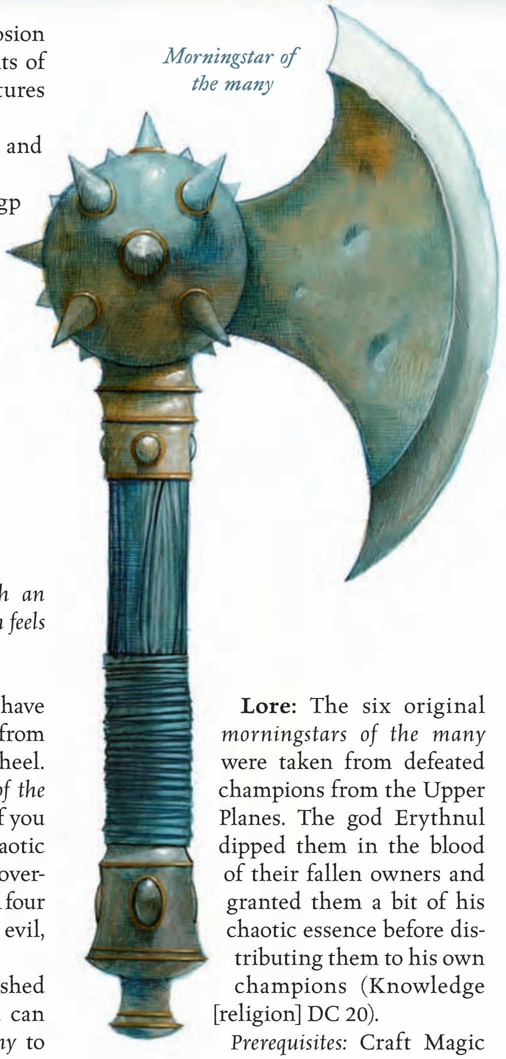
Relic Power: If you have established the proper divine connection, you can command a *morningstar of the many* to mutate for 6 rounds, taking on a different form and weapon property each round, as given on the following table. The weapon retains its normal enhancement bonus regardless of its form.

Round	Weapon and Property*
1	*vicious morningstar*
2	*flaming burst shortspear*
3	*anarchic morningstar*
4	*wounding battleaxe*
5	*unholy morningstar*
6	*vorpal longsword*

* See *DMG* 223–226 for details of these properties.

After the 6th round, a *morningstar of the many* again becomes a *+1 morningstar* until you speak the command word again. This ability functions five times per day.

To use the relic power, you must worship Erythnul and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.



Morningstar of the many

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Lore: The six original *morningstars of the many* were taken from defeated champions from the Upper Planes. The god Erythnul dipped them in the blood of their fallen owners and granted them a bit of his chaotic essence before distributing them to his own champions (Knowledge [religion] DC 20).

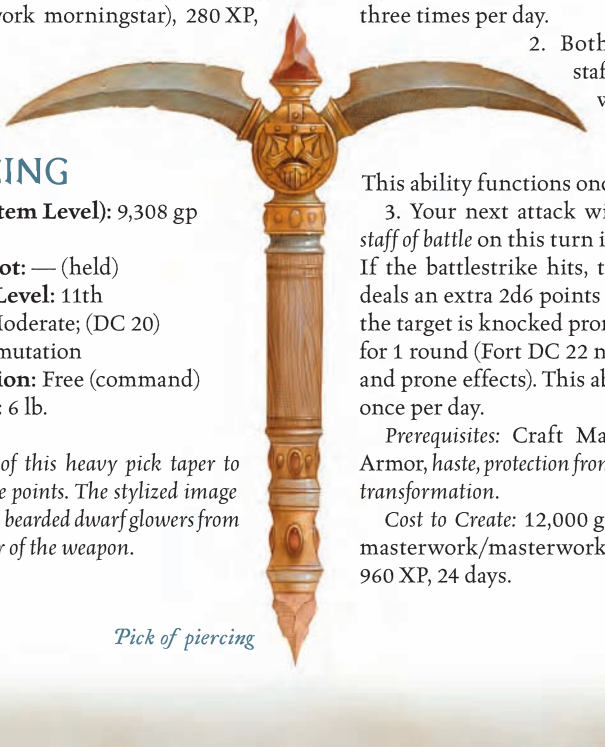
Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *circle of death*.

Cost to Create: 3,500 gp (plus 308 gp for masterwork morningstar), 280 XP, 7 days.

PICK OF PIERCING

Price (Item Level): 9,308 gp (12th)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: Free (command)
Weight: 6 lb.

The tips of this heavy pick taper to needlelike points. The stylized image of a stern, bearded dwarf glowers from the center of the weapon.



Pick of piercing

Three times per day, you can touch any object created of force (such as *Bigby's forceful hand* or a *wall of force*) with this *+1 heavy pick*. Treat this touch as a touch attack against the touch AC provided by the spell or AC 0, if the spell does not provide the force effect with an AC of its own. A successful touch attack destroys the object as if you had cast *disintegrate* on it.

Prerequisites: Craft Magic Arms and Armor, *disintegrate*.

Cost to Create: 4,500 gp (plus 308 gp for masterwork pick), 360 XP, 9 days.

QUARTERSTAFF OF BATTLE

Price (Item Level): 24,600 gp (15th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: Swift (command)
Weight: 4 lb.

A ring of snapped arrows has been etched at one end of this metal quarterstaff, while around the other runs a ring of broken skulls.

While wielding this *+1/+1 quarterstaff*, you can attempt to disarm opponents as if you had the Improved Disarm feat.

In addition, a *quarterstaff of battle* has three abilities you can use when you activate the weapon.

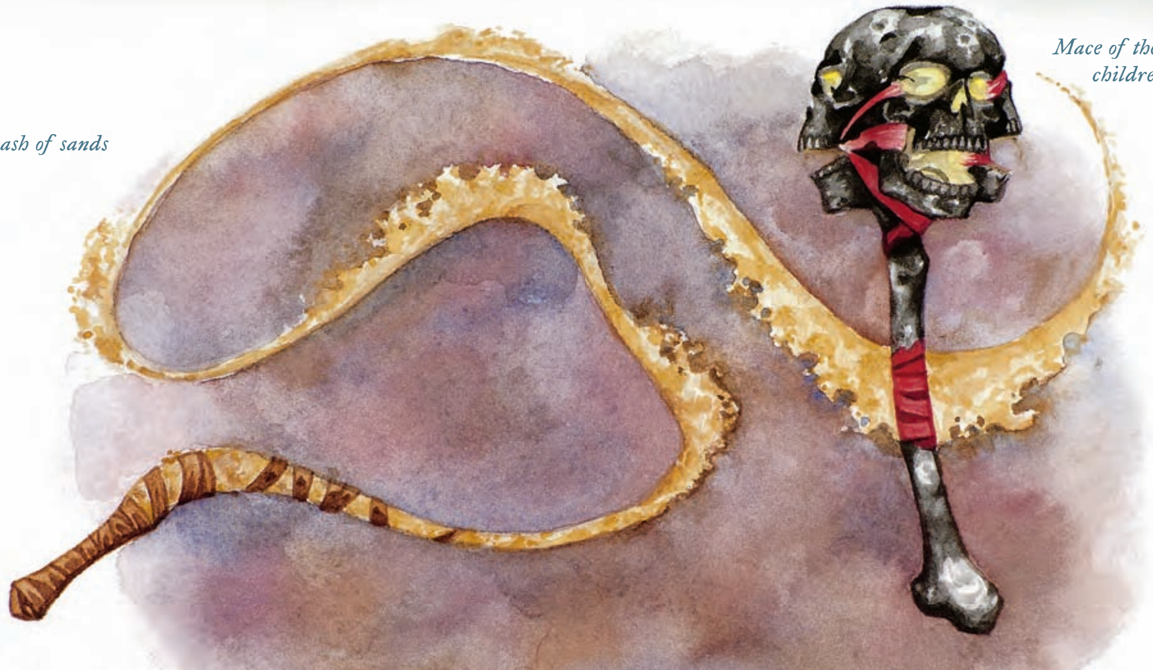
1. For the next 2 rounds, the staff automatically deflects all ranged attacks from Medium or smaller attackers, as well as all ranged attacks created by spells of 2nd level or lower, that target you or any ally adjacent to you. This ability functions three times per day.

2. Both ends of the staff gain the speed weapon property (*DMG* 225) for 5 rounds. This ability functions once per day.

3. Your next attack with the *quarterstaff of battle* on this turn is a battlestrike. If the battlestrike hits, the quarterstaff deals an extra 2d6 points of damage, and the target is knocked prone and stunned for 1 round (Fort DC 22 negates the stun and prone effects). This ability functions once per day.

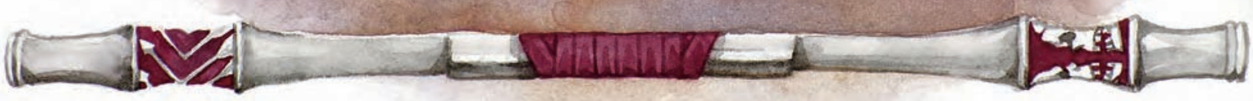
Prerequisites: Craft Magic Arms and Armor, *haste*, *protection from arrows*, *Tenser's transformation*.

Cost to Create: 12,000 gp (plus 600 for masterwork/masterwork quarterstaff), 960 XP, 24 days.



Lash of sands

Mace of the dark children



Quarterstaff of battle

RAPIER OF DESPERATE MEASURES [RELIC]

Price (Item Level): 9,320 gp (12th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: —
Weight: 2 lb.

The hilt of this rapier is set with three moonstones. At the base of the blade is an inscription that reads, "Caution is for the cowardly."

Those who live by their wits often find themselves in situations over their heads. This rapier is an incomparable boon to those in such situations. When you wield a *rapier of desperate measures*, it functions as a *+2 rapier* if you are chaotic neutral, neutral, chaotic good, or chaotic evil.

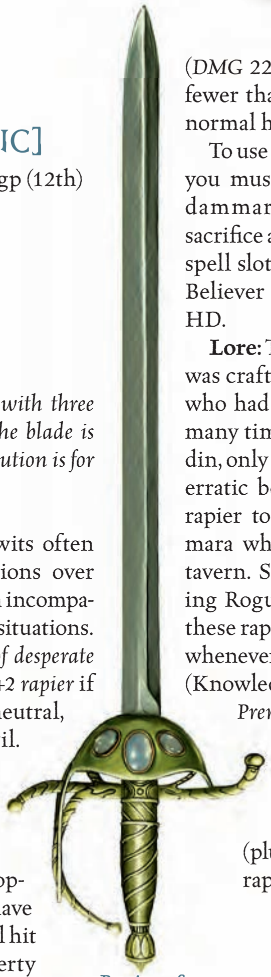
Relic Power: If you have established the proper divine connection, a *rapier of desperate measures* gains the keen property (*DMG* 225) while you have fewer than your full normal hit points, and the speed property (*DMG* 225) while you have fewer than half your full normal hit points.

To use the relic power, you must worship Olidammara and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Lore: The first of these rapiers was crafted by a rogue/sorcerer who had been rescued one too many times by her party's paladin, only to hear a lecture on her erratic behavior. She gave the rapier to a disguised Olidammara when she met him in a tavern. Since then, the Laughing Rogue has awarded one of these rapiers to a fellow traveler whenever the whim strikes him (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *keen edge*.

Cost to Create: 4,500 gp (plus 320 gp for masterwork rapier), 360 XP, 9 days.



Rapier of desperate measures

RAPIER OF UNERRING DIRECTION [RELIC]

Price (Item Level): 9,320 gp (12th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) divination
Activation: —
Weight: 2 lb.

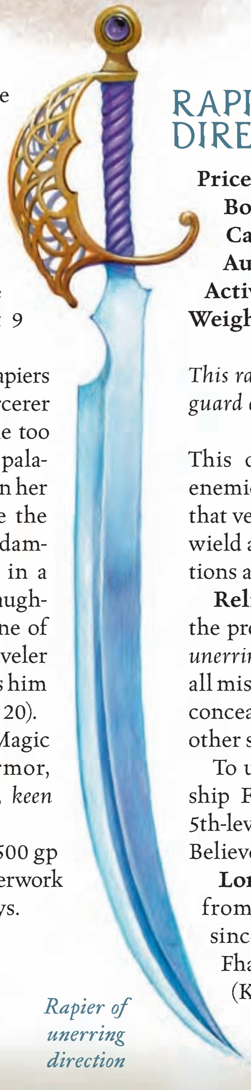
This rapier has a curved blade and a hand guard of delicate golden filigree.

This deadly weapon can find hidden enemies and pierce the protective magic that veils their true locations. When you wield a *rapier of unerring direction*, it functions as a *+1 ghost touch rapier.*

Relic Power: If you have established the proper divine connection, a *rapier of unerring direction* automatically ignores all miss chances, whether they stem from concealment, *blink*, *displacement*, or some other source.

To use the relic power, you must worship Fharlanghn and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Lore: Originally a gift to Fharlanghn from Olidammara, this rapier has since been copied several times by Fharlanghn's most powerful clerics (Knowledge [religion] DC 20).



Rapier of unerring direction

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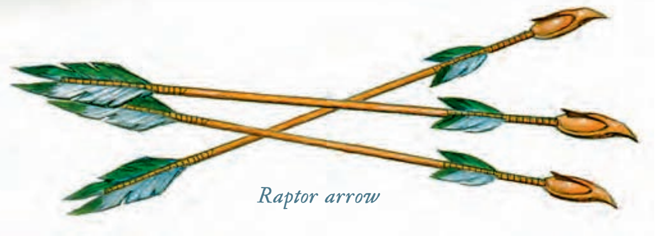
Raptor arrow

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Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *true seeing.*

Cost to Create: 4,500 gp (plus 320 gp for masterwork rapier), 360 XP, 9 days.

RAPTOR ARROW [RELIC]

Price (Item Level): 6,006 gp (10th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) conjuration
Activation: — (ammunition)
Weight: —

This arrow is carved from a straight piece of ash and fletched with feathers from a predatory bird. Its head is curved at the tip, like a raptor's beak.

Raptor arrows harness the power of the falcon to skewer their prey. When you fire a *raptor arrow*, it functions as a *+1 arrow* with a variant of the returning quality if you are neutral good, lawful good, chaotic good, or neutral. At the beginning of the round after it is fired from a bow, a *raptor arrow* flies through the air and restrings itself on the bow from which it was fired. Unlike most ammunition, *raptor arrows* are not destroyed when used.

Relic Power: If you have established the proper divine connection, a *raptor arrow* also gains the bane property (*DMG* 224) against the targeted foe.

To use the relic power, you must worship Ehlonna and either sacrifice a 4th-level divine spell slot or have the True Believer feat.

Lore: The first of these arrows (reputedly a set of five) gained relic status when Ehlonna used them to slay a great wyrm green dragon that was rampaging through a primeval forest (Knowledge [religion] DC 20)

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *summon monster I.*

Cost to Create: 3,000 gp (plus 6 gp for masterwork arrow), 240 XP, 6 days.

ROD OF CATS

Price (Item Level): 10,600 gp (13th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) evocation and transmutation
Activation: — and standard (command)
Weight: 4 lb.

The head of this long rod of black wood bears the stylized visage of a wise-looking feline, its green gemstone eyes glimmering as if alive.

When held, this *+1/masterwork quarterstaff* grants you low-light vision and a +5 competence bonus on Hide and Move Silently checks. These are continuous effects and requires no activation.

Once per day, you can activate a *rod of cats* to gain one of two different effects: The rod creates a *spider climb* effect on you with a duration of 50 minutes, or it creates a *darkness* effect, targeted on the rod. You and anyone else touching the *rod of cats* can see normally within this darkness.

The rod also has a secret compartment (requiring a successful DC 25 Search check to find) large enough to hold a set of thieves' tools, a scroll, or another object of similar size.

Prerequisites: Craft Magic Arms and Armor, Craft Rod, *cat's grace, darkness, low-light vision* (SC 134), *spider climb.*

Cost to Create: 5,000 gp (plus 600 gp for masterwork/masterwork quarterstaff), 400 XP, 10 days.

ROD OF CELESTIAL MIGHT

Price (Item Level): 38,600 gp (17th)
Body Slot: — (held)
Caster Level: 13th
Aura: Strong; (DC 21) conjuration
Activation: See text
Weight: 5 lb.

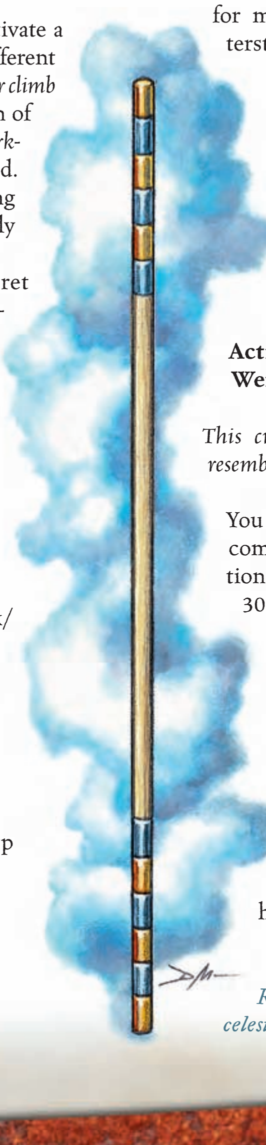
As long as a quarterstaff, this rod is carved from a single length of arrow-straight ash, and its ends are shod in gold and silver bands.

Designed to battle the denizens of the Lower Planes, a *rod of celestial might* functions as a *+1/+1 quarterstaff.* Its abilities can be activated only by a non-evil character. A *rod of celestial might* has two abilities you can activate under specific circumstances.

1. After a successful attack with the rod against an evil outsider, you can trigger a *holy smite* effect centered on the target as an immediate (command) action. This ability functions three times per day.
2. If you are within 60 feet of an evil outsider, you can summon an avoral guardinal (as *summon monster VII*) as a standard (command) action. This ability functions once per day.

Prerequisites: Craft Magic Arms and Armor, Craft Rod, *holy smite, summon monster VII.*

Cost to Create: 19,000 gp (plus 600 gp for masterwork/masterwork quarterstaff), 1,520 XP, 38 days.


Rod of celestial might

ROD OF DEFIANCE

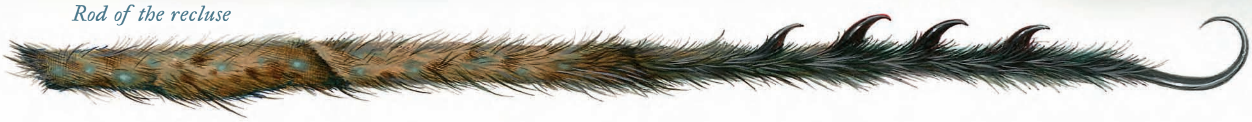
Price (Item Level): 7,312 gp (11th)
Body Slot: — (held)
Caster Level: 10th
Aura: Moderate; (DC 20) necromancy
Activation: —
Weight: 3 lb.

This crudely shaped, bone-white rod resembles a cudgel.

You can use a *rod of defiance* in combat as a *+1 heavy mace.* In addition, each undead creature within 30 feet of you while you hold the rod is treated as if it had 4 fewer Hit Dice (minimum 1 HD) for the purpose of turn or rebuke undead checks.

Prerequisites: Craft Magic Arms and Armor, Craft Rod, turn undead or rebuke undead.

Cost to Create: 3,500 gp (plus 312 gp for masterwork heavy mace), 280 XP, 7 days.



Rod of the recluse

ROD OF ENERVATING STRIKE

Price (Item Level): 18,312 gp (15th)
Body Slot: — (held)
Caster Level: 15th
Aura: Strong; (DC 22) necromancy
Activation: —
Weight: 8 lb.

This iron-shod oaken rod is blackened and weathered, yet sturdy.

Crafted from wood exposed to the Negative Energy Plane, a *rod of enervating strike* functions as a *+1 heavy mace*. In addition, when you successfully strike a creature with the rod in melee, the target is subjected to an *inflict light wounds* effect (1d8+5 damage; Will DC 11 half). If you score a critical hit with the rod, the creature is instead subjected to an *inflict serious wounds* effect (3d8+15 damage; Will DC 14 half).

When you use the rod on a minor negative-dominant plane, its *inflict* effects are empowered as if by the Empower Spell feat. When used on a major negative-dominant plane, these effects are maximized as if by the Maximize Spell feat.

Prerequisites: Craft Magic Arms and Armor, Craft Rod, *inflict serious wounds*.

Cost to Create: 9,000 gp (plus 312 gp for masterwork heavy mace), 720 XP, 18 days.

ROD OF FREEDOM

Price (Item Level): 18,402 gp (15th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) abjuration
Activation: See text
Weight: 6 lb.

This macelike scepter has an ornate head fashioned of gold filigree mounted on a thick copper shaft.

This *+1 silver heavy mace* has three special abilities.

As long as the *rod of freedom* is in your hand, you gain a +4 morale bonus on saving throws against charm or compulsion effects. This is a continuous effect and requires no activation.

In addition, you can activate a *rod of freedom* as a free (mental) action at will to deal nonlethal damage without penalty on your next attack roll. You must decide before you make the attack whether you will activate this ability.

Third, any time you strike a creature that is under a charm or compulsion effect with the rod, you can activate it as a swift (command) action to make a special caster level check (1d20+9) and attempt to dispel the effect (DC 11 + caster level of the effect). This ability functions five times per day.

Prerequisites: Craft Magic Arms and Armor, Craft Rod, *break enchantment*.

Cost to Create: 9,000 gp (plus 402 gp for masterwork silver heavy mace), 720 XP, 18 days.

ROD OF THE RECLUSE [RELIC]

Price (Item Level): 9,305 gp (12th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) necromancy
Activation: Swift (command)
Weight: 5 lb.

This rod resembles a giant spider leg, complete with segmentations and coarse black hairs.

Rods of the recluse are usually found in the possession of Lolth's high priestesses. When you wield this rod, it functions as a *+2 light mace* if you are chaotic evil, neutral evil, or chaotic neutral.

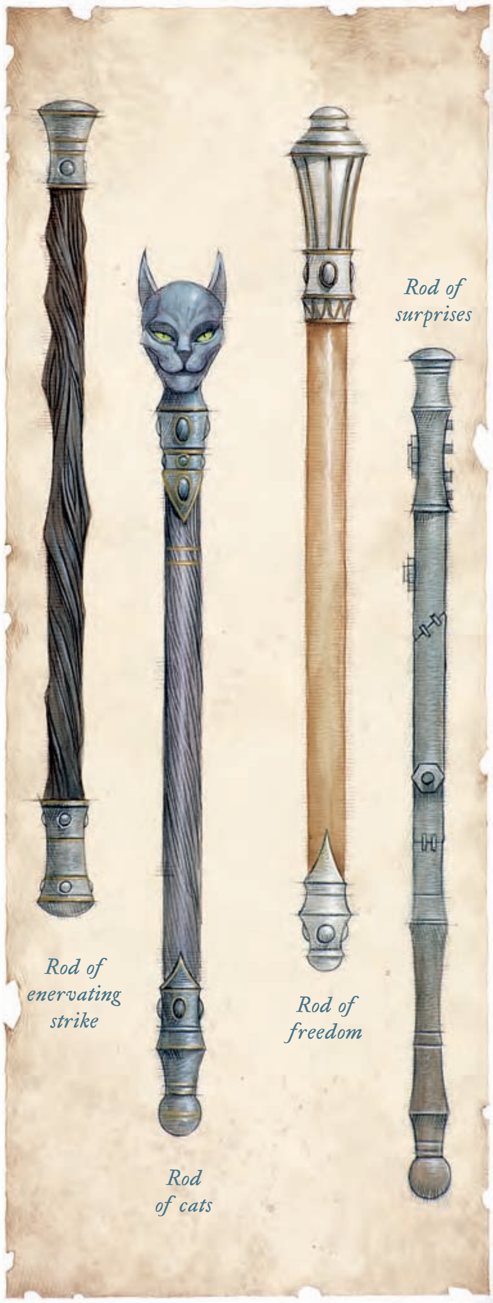
Relic Power: If you have established the proper divine connection, you can activate the rod to deliver poison (Fort DC 20, 2d6 Str/2d6 Str) with the next melee attack you make with it. If you score a critical hit, the Strength damage from that blow (both initial and secondary) becomes Strength drain instead. This ability functions five times per day.

To use the relic power, you must worship Lolth and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Lore: These weapons were originally crafted by Lolth from the legs of driders who attempted to regain her favor (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Craft Rod, Sanctify Relic, *poison*.

Cost to Create: 4,500 gp (plus 305 gp for masterwork light mace), 360 XP, 9 days.



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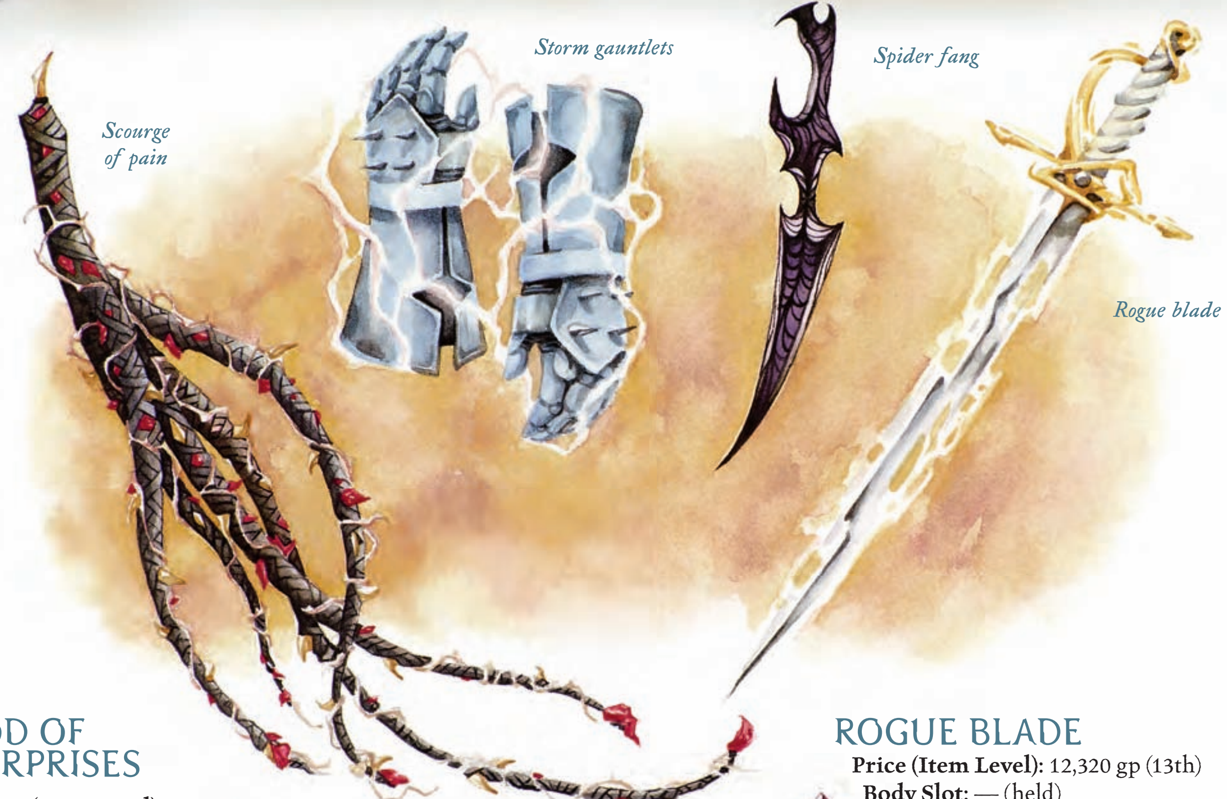

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ROD OF SURPRISES

Price (Item Level): 6,000 gp (10th)
Body Slot: — (held)
Caster Level: 8th
Aura: Moderate; (DC 19) illusion, transmutation
Activation: Standard (manipulation)
Weight: 2 lb.

Numerous seams, hinges, and bolts cover this otherwise simple-looking blunt metal rod. At one end, five black buttons jut forth.

Similar to a *rod of lordly might*, a *rod of surprises* has both combat and utilitarian features. Its buttons can be depressed, singly or in various combinations, to cause the rod to lengthen and even sprout a blade. It can be used as a javelin, kama, longspear, quarterstaff, scythe, shortspear, short sword, or spear. A rod is treated as a *+1 weapon* in any of these forms.

The rod can store a message of up to twenty-five words as the *magic mouth* spell, replaying the message when the triggering conditions are met (such as when a specific word is spoken). You can reset the message as a standard action, and you choose the trigger.

The rod can also lengthen up to 60 feet and support up to 800 pounds without bending.

Prerequisites: Craft Magic Arms and Armor, Craft Rod, *levitate, magic mouth, wood shape.*

Cost to Create: 3,000 gp, 240 XP, 9 days.

ROD OF WHIPS

Price (Item Level): 15,000 gp (14th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: Standard (command)
Weight: 2 lb.

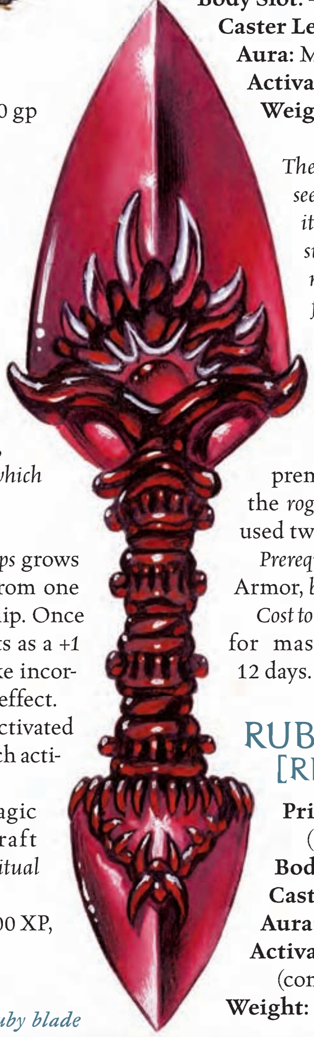
Tightly wrapped and knotted strands of black leather make up this short rod, allowing for a solid grip, which nonetheless looks incomplete.

On command, a *rod of whips* grows a magic tendril of force from one end that functions as a whip. Once activated, a *rod of whips* acts as a *+1 dancing whip* that can strike incorporeal creatures as a force effect.

A *rod of whips* can be activated three times per day, and each activation lasts for 10 rounds.

Prerequisites: Craft Magic Arms and Armor, Craft Rod, *animate objects, spiritual weapon.*

Cost to Create: 7,500 gp, 600 XP, 15 days.



Ruby blade

ROGUE BLADE

Price (Item Level): 12,320 gp (13th)
Body Slot: — (held)
Caster Level: 6th
Aura: Moderate; (DC 18) illusion
Activation: Swift (mental)
Weight: 2 lb.

The edges of this elegant rapier seem to fade and twitch, making it difficult to look at directly and surrounding it with a blur of motion though it remains perfectly still.

When you activate this *+1 rapier*, it provides you with the effect of a *blink* spell for 6 rounds. The effect ends prematurely if you stop holding the *rogue blade*. This effect can be used twice per day.

Prerequisites: Craft Magic Arms and Armor, *blink.*

Cost to Create: 6,000 gp (plus 320 gp for masterwork rapier), 480 XP, 12 days.

RUBY BLADE [RELIC]

Price (Item Level): 20,302 gp (15th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) evocation
Activation: — and standard (command)
Weight: 1 lb.

This deep red, translucent dagger is carved from a single piece of crystal. It has a rounded, razor-sharp blade and a second blade-shaped head at its other end, though the latter is too small to be usable as a weapon. Its ornate design pays homage to the gemcutter's art.

When you wield a *ruby blade*, it functions as a *+1 axiomatic dagger* if you are lawful evil, lawful neutral, lawful good, or neutral.

Relic Power: If you have established the proper divine connection, and if you have levels in a class that allows you to rebuke undead, your effective level in that class is considered 4 higher for the purpose of bolstering, rebuking, or commanding undead. This is a continuous effect and requires no activation.

In addition, you can activate a *ruby blade* to produce the effect of a *status* spell once per day.

To use the relic power, you must worship Wee Jas and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Lore: Legend holds that the first *ruby blades* were plucked from among the gems on the hem of Wee Jas's gown. Since then, certain high priests have acquired the skill to create them (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *order's wrath*, *status*.

Cost to Create: 10,000 gp (plus 302 gp for masterwork dagger), 120 XP, 20 days.

SCOURGE OF PAIN

Price (Item Level): 26,320 gp (16th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) necromancy
Activation: —
Weight: 2 lb.

The black leather lashes of this terrible scourge are covered in lengths of rusted wire, bits of broken red glass, and tiny fangs.

Each time this *+1 scourge* strikes, it deals an extra 1d8 points of nonlethal damage and causes agonizing pain in the creature struck. The target takes a –4 penalty on attack rolls, saving throws, and checks for 1d4 rounds (Fort DC 17 negates). Multiple strikes on the same creature don't stack.

Prerequisites: Craft Magic Arms and Armor, *symbol of pain*.

Cost to Create: 13,000 gp (plus 320 gp for masterwork scourge), 1,040 XP, 26 days.

SKEWER-OF-GNOMES [RELIC]

Price (Item Level): 9,302 gp (12th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) evocation
Activation: —
Weight: 4 lb.

This spear has an ornate bone head carved to resemble a skull with its mouth open in a scream. Its shaft is set with long spikes, and the base is shod with a metal tip molded in the shape of a skull.

Carried primarily by kobold heroes, these spears were designed to be true to their name. When you carry a *skewer-of-gnomes*, it functions as a *Small +1 gnome bane spear* if you are lawful evil, lawful neutral, or neutral evil.

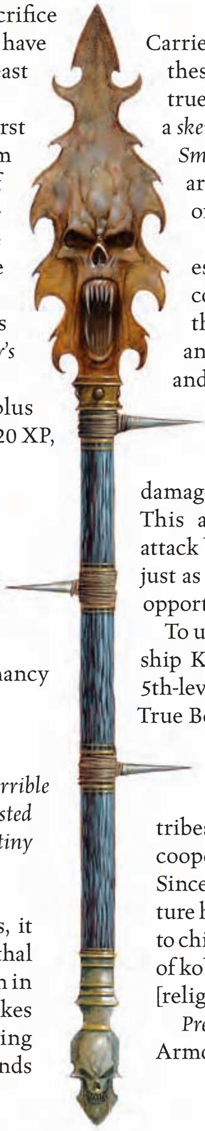
Relic Power: If you have established the proper divine connection, the spear also gains the unholy property (DMG 226) and reveals its quasisentience and abilities to you. A *skewer-of-gnomes* automatically sets itself against a charge, attacking and dealing double damage whenever a foe charges you. This attack uses your highest base attack bonus and all relevant modifiers, just as if you were making an attack of opportunity.

To use the relic power, you must worship Kurtulmak and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

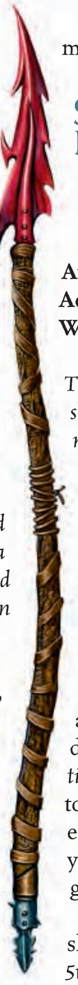
Lore: The first four *skewers-of-gnomes* were created for the kings of the most powerful kobold tribes by weaponsmiths working in cooperation with Kurtulmak's clergy. Since then, the secret of their manufacture has been passed down from parent to child and is known to only a handful of kobold weaponmakers (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *unholy blight*.

Cost to Create: 4,500 gp (plus 302 gp for masterwork spear), 360 XP, 9 days.



Skewer-of-gnomes



Spear of retribution

SPEAR OF RETRIBUTION [RELIC]

Price (Item Level): 9,302 gp (12th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: —
Weight: 6 lb.

The shaft of this rowanwood spear appears slightly curved, and its base is shod with a metal arrow point.

Spears of retribution are widely known as the instruments of Gruumsh's wrath. When you wield a *spear of retribution*, it functions as a *+1 returning spear* if you are chaotic evil, chaotic neutral, or neutral evil.

Relic Power: If you have established the proper divine connection, you gain a +2 morale bonus on attack rolls and damage rolls made with a *spear of retribution* against any enemy that dealt damage to you in the previous round. Against an enemy that scored a critical hit against you in the previous round, the spear also gains the keen property (DMG 225).

To use the relic power, you must worship Gruumsh and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Lore: Once in a great while, Gruumsh flings a spear at one of his clerics with whom he is annoyed. If that cleric then atones for the transgression and keeps the spear, it becomes a *spear of retribution* (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *righteous might*.

Cost to Create: 4,500 gp (plus 302 gp for masterwork spear), 180 XP, 9 days.

SPECTRAL DAGGER

Price (Item Level): 6,000 gp (10th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: —
Weight: 1 lb.

This pocked and notched piece of yellowed bone seems to have once been used as the pommel for a dagger, though the blade is now missing.

When you grasp the hilt of a *spectral dagger*, a "blade" of ghostly light coalesces into existence. The weapon has no enhance-

Illus. by W. England & D. Griffith

ment bonus (and can't be imbued with one). Attacks with a *spectral dagger* are treated as touch attacks, but the weapon does not deal damage normally. Instead, any target struck by the weapon is affected by a *chill touch* spell (Fort DC 11 partial or Will DC 11 negates; see *PH* 209). A *spectral dagger* fades away if it leaves your hand, so the weapon can't be used to make ranged attacks.

Prerequisites: Craft Magic Arms and Armor, *chill touch*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

SPIDER FANG

Price (Item Level): 5,302 gp (9th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: — and standard (command)
Weight: 1 lb.

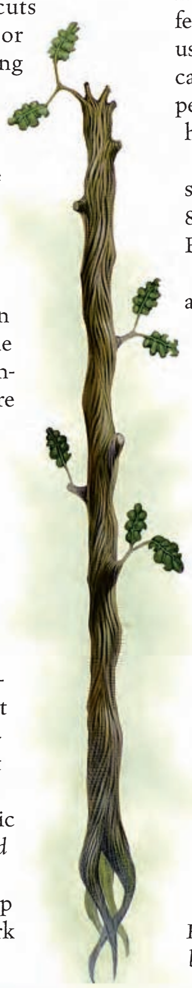
Of grotesque design, this seemingly organic dagger appears to be made from sharpened layers of purple-black chitin. Sinister weblike patterns cover its surface, and the blade occasionally twitches and jerks of its own accord.

This *+1 dagger* quickly cuts through webs (magical or otherwise) without getting stuck. As a move action, you can cut through a web entangling you or another creature. You can move through webs created by a *web* spell at half your normal speed (although the weapon doesn't prevent you from being stuck in either of these webs in the first place). These are continuous effects and require no activation.

Once per day, you can activate a *spider fang* to create a freestanding 10-foot-by-10-foot vertical curtain of cobwebs. This curtain doesn't block movement, but does provide concealment to creatures behind it. Anyone touching the curtain causes it to collapse, dealing 2d4 points of acid damage to that creature.

Prerequisites: Craft Magic Arms and Armor, *Melf's acid arrow*, *web*.

Cost to Create: 2,500 gp (plus 302 gp for masterwork dagger), 200 XP, 5 days.



Staff of the unyielding oak

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STAFF OF THE UNYIELDING OAK [RELIC]

Price (Item Level): 5,600 gp (10th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: Standard (command)
Weight: 4 lb.

This sturdy quarterstaff is formed of living wood, as evidenced by the tender shoots and leaves along its length.

A *staff of the unyielding oak* is actually a treant bound into quarterstaff form. When you wield this weapon, it functions as a *+1/+1 quarterstaff* if you are neutral, neutral good, neutral evil, lawful neutral, or chaotic neutral.

Relic Power: If you have established the proper divine connection, you can command this staff to become a treant. This ability functions like the *changestaff* spell, except that the treant is fully real and can speak to other treants and animated trees. If a *staff of the unyielding oak* in treant form is reduced to 0 hit points or fewer, it reverts to staff form and cannot be used again for twenty-eight days. The staff can take treant form any number of times per day, but can be in that form for only 12 hours overall during any one day.

To use the relic power, you must worship Obad-Hai and either sacrifice a 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Lore: These staffs, of which three are known to exist, are treants that have willingly bound themselves into quarterstaff form to aid Obad-Hai's followers. Each willingly serves for a year and a day, after which another treant takes over the responsibility (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *changestaff*.

Cost to Create: 2,500 gp (plus 600 gp for masterwork/masterwork quarterstaff), 200 XP, 5 days.

STONEREAVER

Price (Item Level): 6,320 gp (10th)
Body Slot: — (held)
Caster Level: 8th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: 12 lb.

Half of the head of this greataxe is a curved blade, while the other side tapers to a chisel-point pick on the other. The haft looks as thought it's made from cracked granite.

In the hands of a nondwarf, *stonereaver* functions as a *+1 greataxe*.

In the hands of a dwarf, the weapon also gains the bane property (*DMG* 224) against elementals that have the earth subtype and against constructs primarily made of earth, stone, or metal.

Prerequisites: Craft Magic Arms and Armor, *stone shape*.

Cost to Create: 3,000 gp (plus 320 gp for masterwork greataxe), 240 XP, 6 days.

STUNSHOT SLING

Price (Item Level): 7,800 gp (11th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Free (command)
Weight: —

This sling is stitched with tiny images of stylized bull's heads.

This weapon functions as a *+1 sling*. Three times per day, you can activate a *stunshot sling* so that the next target you hit on your current turn must succeed on a Fortitude save (DC equal to your attack roll result) or be stunned for 1 round.

Prerequisites: Craft Magic Arms and Armor, *sound burst*.

Cost to Create: 3,750 gp (plus 300 gp for masterwork sling), 300 XP, 8 days.

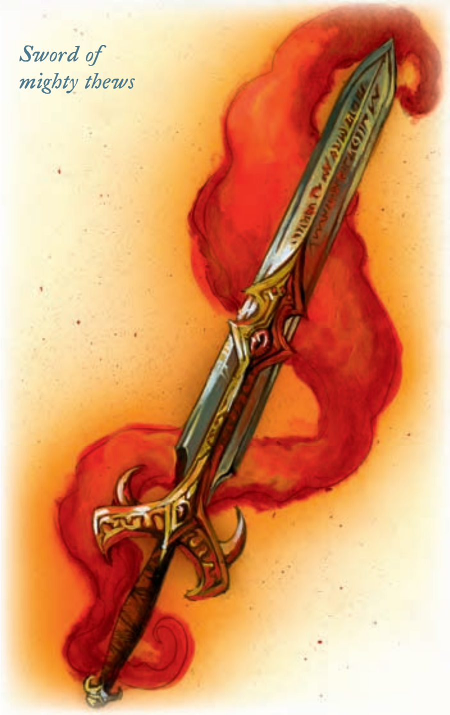
SWORD OF MIGHTY THEWS [RELIC]

Price (Item Level): 9,350 gp (12th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) abjuration
Activation: —
Weight: 8 lb.

This ostentatious greatsword is decorated with golden filigree, and its hilt is set with a large ruby. Along its blade is an inscription in Draconic that reads, "Size is not strength."

These swords were designed for dragonslayers of great strength. When you wield a *sword of mighty thews*, it functions as a *+1 dragonbane greatsword*, provided that you are chaotic good, neutral good, or chaotic neutral.

Relic Power: If you have established the proper divine connection, you are immune to the frightful presence of dragons as long as you wield the sword. In addition, you gain a +5 luck bonus



Sword of mighty thews

on Reflex saves against a dragon's breath weapon.

To use the relic power, you must worship Kord and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Lore: Kord's high clerics forged these greatswords in homage to the god's signature weapon, Kelmar. Since their creation, Kord has awarded one every decade to a hero who has earned his favor (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *antidragon aura* (SC 14).

Cost to Create: 4,500 gp (plus 350 gp for masterwork greatsword), 180 XP, 9 days.

SWORD OF VIRTUE BEYOND REPROACH

[RELIC]

Price (Item Level): 9,315 gp (12th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) abjuration
Activation: —
Weight: 4 lb.

The blade of this golden longsword is set with four cabochon-cut rubies, and its pommel sports a ruby-centered golden sun.

A *sword of virtue beyond reproach* is designed to grant a measure of respite from charms and compulsions. When you wield this weapon, it functions as a *+1 holy longsword* if you are lawful good, neutral good, or lawful neutral.

Relic Power: If you have established the proper divine connection and you fail a save against an enemy's charm or compulsion effect while wielding the sword, you are immune to its effects for 1d4 rounds (DM rolls secretly). The effect is only suppressed during this time, not negated. When the period of suppression ends, any effects received during previous rounds take effect.

To use the relic power, you must worship Heironeous and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Lore: Four of these longswords were commissioned from celestial dwarves by the great paladin Tardalius the Headstrong, who won favor from Heironeous for his conspicuous valor. Tardalius presented the swords to his four sons, who followed in his footsteps (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *mind blank*.

Cost to Create: 4,500 gp (plus 315 gp for masterwork longsword), 180 XP, 9 days.

SWORDBOW

Price (Item Level): 6,375 gp (10th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Free (command)
Weight: 3 lb.

The limbs of this bow appear to be made of sharpened metal, as if the bow had been crafted from two thin, flexible swords.

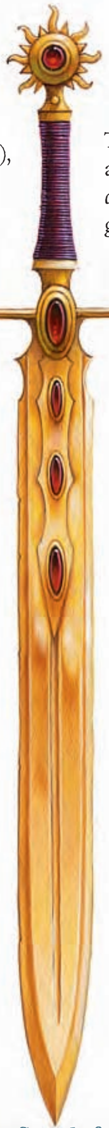
This *+1 longbow* changes into a *+1 longsword* (or vice versa) when activated. You can interchange bow and sword attacks as part of the same full attack action.

In sword form, the weapon features a bowlike grip and a pommel that resembles the curving tip of a bow. In bow form, the weapon is made of metal, and each limb of the bow resembles a sword blade.

In either form, a *swordbow* has the same enhancement bonus. A *swordbow's* enhancement bonus can be improved as if improving two separate weapons (for example, improving a *+1 swordbow* to a *+2 swordbow* costs 12,000 gp, just as if you were improving two +1 weapons to +2). A *swordbow* can have special weapon properties added to it (such as flaming); such properties cost twice the normal amount (again, as if improving two separate weapons) and apply to both weapons if possible. If a property can't apply to both weapons (such as vorpal or distance), it applies only to the swordbow when it is in an eligible form (for instance, a *+1 swordbow of distance* is a distance weapon only in bow form). If a property can apply to the weapon in only one of its forms, it does not cost double the regular price.

Prerequisites: Craft Magic Arms and Armor, *shrink item*, elf.

Cost to Create: 3,000 gp (plus 375 gp for masterwork longbow), 240 XP, 6 days.



Sword of virtue beyond reproach

SWORDBOW, GREAT

Price (Item Level): 6,775 gp (11th)
Weight: 8 lb.

This massive bow is made entirely razor-sharp steel, yet it clearly functions as a potent ranged weapon.

This item functions as a *swordbow* (see above), except that its two forms are a *+1 composite longbow* (+4 Str bonus) and a *+1 greatsword*.

Prerequisites: Craft Magic Arms and Armor, *shrink item*, elf.

Cost to Create: 3,000 gp (plus 775 gp for masterwork composite longbow), 240 XP, 6 days.

SWORDBOW, LIGHT

Price (Item Level): 6,330 gp (10th)
Weight: 2 lb.

Small and compact, this bow seems made of thin, but strong, metal sharp enough to rival the deadliest of swords.

This item functions as a *swordbow*, except that its two forms are a *+1 shortbow* and a *+1 rapier*.

Prerequisites: Craft Magic Arms and Armor, *shrink item*, elf.

Cost to Create: 3,000 gp (plus 330 gp for masterwork shortbow), 240 XP, 6 days.

TENTACLE ROD

Price (Item Level): 14,000 gp (14th)
Body Slot: — (held)
Caster Level: 6th
Aura: Moderate; (DC 18) transmutation
Activation: Standard (command)
Weight: 3 lb.

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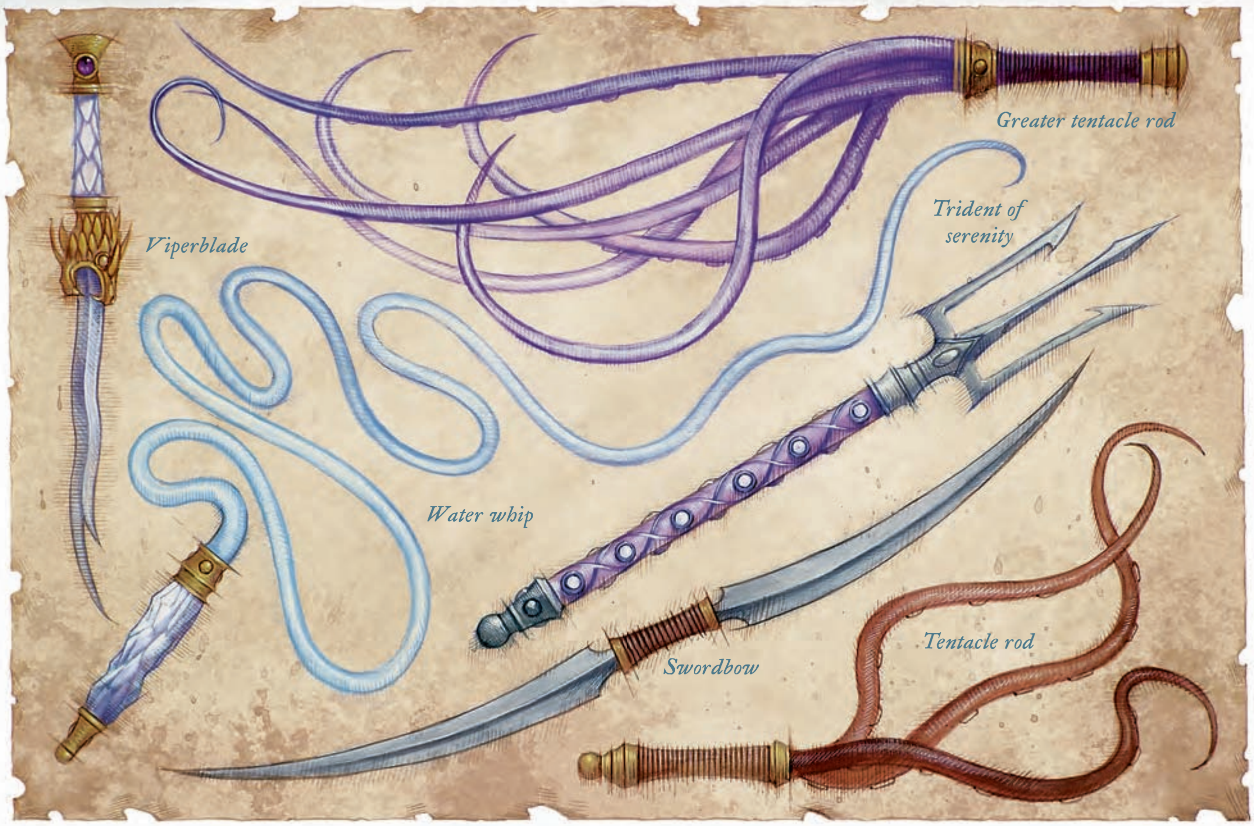

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Three long, russet-colored tentacles sprout from the end of this 2-foot-long rod, writhing sinuously.

When activated, a *tentacle rod* makes three attacks (one per tentacle) against a single target within your melee reach that you designate. The rod uses its own attack bonus (+12) rather than yours, and each attack deals 6 points of bludgeoning damage. Treat the rod as a magic weapon for the purpose of overcoming damage reduction.

If all three tentacles strike the same living creature in a round, that creature becomes slowed (as the *slow* spell) for 5 rounds (Fort DC 14 negates).

Lore: The secret to crafting the first *tentacle rod* was learned through nightmarish visions granted by the Elder Elemental Eye (a vile and mysterious divine entity) to its most devoted followers (Knowledge [religion] DC 20).

Wielding one of these gruesome items soon became a status symbol among the cult's leaders, which led to a need for a greater version for the most powerful followers of the Elder Elemental Eye (Knowledge [religion] DC 25).

Prerequisites: Craft Magic Arms and Armor, Craft Rod, *animate objects, Evard's black tentacles, slow.*

Cost to Create: 7,000 gp, 560 XP, 14 days.

TENTACLE ROD, GREATER

Price (Item Level): 36,000 gp (17th)
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Weight: 6 lb.

Six long violet tentacles sprout from the end of this 2-foot-long rod, writhing sinuously when you grasp the handle.

When activated, a *greater tentacle rod* makes six attacks (one per tentacle) against a single target within your melee reach that you designate. The rod uses its own attack bonus (+18), and each attack deals 9 points of bludgeoning damage. Treat the rod as a magic weapon for the purpose of overcoming damage reduction.

If at least three of a *greater tentacle rod's* tentacles strike the same living creature in a round, that creature becomes fatigued (Fort DC 20 negates); creatures already fatigued suffer no additional effect. If all six tentacles strike the same living creature in a round, that creature instead becomes exhausted (Fort DC 20 negates).

Lore: See *tentacle rod*, above.

Prerequisites: Craft Magic Arms and Armor, Craft Rod, *animate objects, Evard's black tentacles, ray of exhaustion, ray of fatigue.*

Cost to Create: 18,000 gp, 1,440 XP, 36 days.

TRIDENT OF SERENITY

Price (Item Level): 5,315 gp (10th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: Standard (command)
Weight: 4 lb.

This trident looks almost delicate, with fine points on its gradually curving prongs. Silver and pearl inlays form lazy swirls down the weapon's haft.

When you activate this *+1 trident*, it creates a *calm emotions* effect centered on you (Will DC 16 negates). The effect lasts for 5 rounds and does not require concentration. Any creature that successfully saves against this effect is immune to further uses of that ability for 24 hours.

This ability functions three times per day.

Lore: Originally created by aquatic elves for use against the blood frenzy of sahuagin, this weapon has become equally useful in fending off savage barbarians who raid coastal areas (Knowledge [arcana] DC 15).

Prerequisites: Craft Magic Arms and Armor, *calm emotions.*

Cost to Create: 2,500 gp (plus 315 gp for masterwork trident), 200 XP, 5 days.

VIPERBLADE

Price (Item Level): 6,302 gp (10th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: Swift (mental)
Weight: 1 lb.

The hilt of this dagger is shaped like a snake, and the twisted blade looks like an impossibly long tongue.

Created by cults that worship serpent deities, these *+1 daggers* are prized for their ability to secrete toxic venom. A *viperblade* has 5 charges, which are renewed each day at dawn. Spending 1 or more charges envenoms the blade (at no risk to you) for the next attack you make during this turn. The poison deals 1d6 points of Constitution damage (both primary and secondary). The save DC depends on the number of charges spent:

1 charge: Fortitude DC 12.
2 charges: Fortitude DC 15.
3 charges: Fortitude DC 18.

Prerequisites: Craft Magic Arms and Armor, *poison.*

Cost to Create: 3,000 gp (plus 302 gp for masterwork dagger), 300 XP, 6 days.

WARLOCK'S SCEPTER

Price (Item Level): 8,305 gp (12th)
Body Slot: — (held)
Caster Level: 10th
Aura: Moderate; (DC 20) necromancy
Activation: — or swift (mental); see text
Weight: 3 lb.

This sturdy ebony rod is surmounted by a carving of a demonic, horned skull.

This *+1 light mace* confers a +1 profane bonus on your ranged touch attack rolls while you hold it. This is a continuous effect and requires no activation.

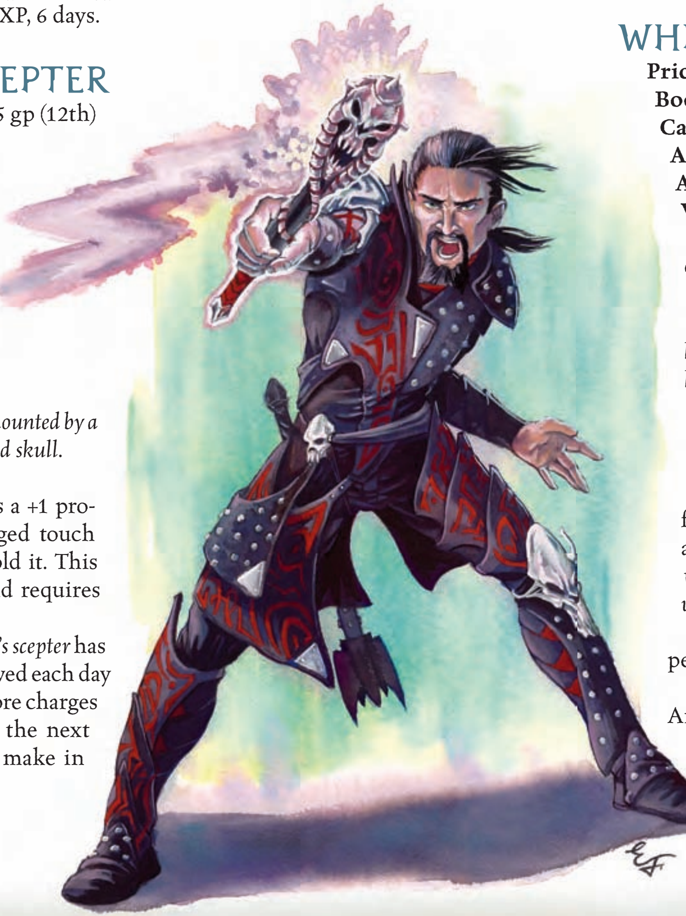
Furthermore, a *warlock's scepter* has 5 charges, which are renewed each day at dawn. Spending 1 or more charges improves the damage of the next *eldritch blast* (CAr 7) you make in that round.

1 charge: +1d6 damage.
3 charges: +2d6 damage.
5 charges: +4d6 damage.

After these charges have been expended, the rod remains a *+1 light mace*, but it no longer provides a bonus on ranged touch attack rolls until its charges are restored.

Prerequisites: Craft Magic Arms and Armor, Craft Rod, *bestow curse.*

Cost to Create: 4,000 gp (plus 305 gp for masterwork light mace), 320 XP, 8 days.



Warlock's scepter

WATER WHIP

Price (Item Level): 20,301 gp (15th)
Body Slot: — (held)
Caster Level: 8th
Aura: Moderate; (DC 19) transmutation
Activation: — and standard (command)
Weight: 2 lb.

This strange weapon looks less like a traditional whip and more like a tube of water, tapering along its length to icicle sharpness at one end. The handle is crafted from a pale blue crystal shard.

This *+1 whip* shimmers and undulates with deceptive grace when held. Unlike a normal whip, a *water whip* deals lethal damage and can affect armored creatures. Furthermore, while wielding a *water whip,* you are difficult to disarm. If the whip is knocked from your grasp, it immediately flows back into your hand at the beginning of your next turn (even if it is within someone else's grasp) as long as it is within 30 feet of you. Doing this requires no action on your part. In addition, drawing a *water whip* is always a free action.

Both a fire elemental and water elemental are bound within a *water whip,* allowing it to emanate either of two energy properties, flaming or frost (*DMG* 224). You choose the property when you activate the whip, and it deals an extra 1d6 points of the appropriate kind of damage (fire or cold).

Lore: The first *water whip* was created by a sahuagin druid named Ak'ash'eck, who roamed the fringes of a great reef a decade ago (Knowledge [history] DC 20).

Ak'ash'eck enjoyed preying on unwary folk sailing south to trade with other sahuagin. He was famous for the trick of ensnaring a victim near the railing of a ship passing at night, then pulling the victim overboard before an alarm could be raised (Knowledge [history] DC 30).

Prerequisites: Bind Elemental (*ECS* 51) or Craft Magic Arms and Armor, *planar binding.*

Cost to Create: 10,000 (plus 301 gp for masterwork whip), 800 XP, 20 days.

WHIP OF WEBS

Price (Item Level): 6,301 gp (10th)
Body Slot: — (held)
Caster Level: 6th
Aura: Moderate; (DC 18) conjuration
Activation: Free (command)
Weight: 1 lb.

Complex strands of tightly braided spider webs have been woven together to create this unusual whip. Tiny, multilegged black shapes skitter up and down its length, hiding amid its countless knots.

When you strike a creature with this *+1 whip,* you can activate it to wrap the target in a web of tough, leathery filaments. The creature is entangled as if by a net (*PH* 119) for 3 rounds or until it escapes. Multiple strikes by a *whip of webs* aren't cumulative.

This ability functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *web.*

Cost to Create: 3,000 gp (plus 301 gp for masterwork whip), 240 XP, 6 days.

Illus. by E. Fiegenschuh

WEAPON AUGMENT CRYSTALS

Augment crystals are a new category of magic items. See page 221 for details on how they function.

CRYSTAL OF ADAMANT WEAPONRY

Price (Item Level): 300 gp (2nd) (least); 1,400 gp (5th) (lesser); 3,400 gp (8th) (greater)
Body Slot: — (weapon crystal)
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: —

This clasp holds a small diamond orb with a sphere of steel at its center.

A *crystal of adamant weaponry* strengthens your weapon against damage.

Least: This crystal improves the hardness of a weapon by 2.

Lesser: This crystal improves the hardness of a weapon by 5.

Greater: This crystal improves the hardness of a weapon by 10.

Prerequisites: Craft Magic Arms and Armor, *diamondsteel* (SC 64).

Cost to Create: 150 gp, 12 XP, 1 day (least); 700 gp, 56 XP, 2 days (lesser); 1,700 gp, 136 XP, 4 days (greater).

CRYSTAL OF ARCANE STEEL

Price (Item Level): 500 gp (3rd) (least); 2,000 gp (6th) (lesser); 6,000 gp (10th) (greater)
Body Slot: — (weapon crystal)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: —

The needlelike iron deposits in this spherical quartz crystal pulse with arcane energy.

A *crystal of arcane steel* is designed for those who can blend magical and martial arts into a single strike. It functions only when attached to a melee weapon.

Least: This crystal grants a +1 insight bonus on your weapon damage roll when delivering a spell or spell-like ability through a melee attack with the weapon.

Lesser: As the least crystal, and it also grants you a +1 insight bonus on the attack roll.

Greater: As the lesser crystal, and it also increases the save DC of the spell or spell-like ability by 1.

Prerequisites: Craft Magic Arms and Armor, *magic weapon.*

Cost to Create: 250 gp, 20 XP, 1 day (least); 1,000 gp, 80 XP, 2 days (lesser); 3,000 gp, 240 XP, 6 days (greater).

CRYSTAL OF ENERGY ASSAULT

Price (Item Level): 600 gp (3rd) (least); 3,000 gp (7th) (lesser); 6,000 gp (10th) (greater)
Body Slot: — (weapon crystal)
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: —
Weight: —

Acid Assault

This crystal seems to contain an incandescent green fluid.

Cold Assault

Covered in a faint layer of condensation, this clear crystal radiates chilling waves of energy.

Electricity Assault

A brilliant blue color, this crystal sparks and snaps with electrical discharge.

Fire Assault

This fiery red crystal appears to burn with a heatless flame.

A *crystal of energy assault* adds a particular type of energy damage to a weapon's attacks: acid, cold, electricity, or fire. This bonus damage doesn't stack with any energy damage of the same type dealt by the weapon.

Least: This crystal adds 1 point of energy damage of its type to the weapon's damage.

Lesser: This crystal adds an extra 1d6 points of energy damage of its type to the weapon's damage.

Greater: This crystal adds an extra 1d6 points of energy damage of its type to the weapon's damage, as well as a secondary effect depending on the type of crystal:

Acid Assault: Target takes –1 penalty to AC for 1 round (multiple hits on the same creature don't stack).

Cold Assault: Target's speed is reduced by 10 feet for 1 round, to a minimum speed of 5 feet (multiple hits on the same creature don't stack).

Electricity Assault: Target is dazzled for 1 round.

Fire Assault: Target takes an additional 1d6 points of fire damage 1 round later (multiple hits on the same creature don't increase the next round's damage beyond 1d6).

Prerequisites: Craft Magic Arms and Armor; *Melf's acid arrow, ray of frost, lightning bolt,* or *fireball*; or *energy bolt* (EPH 100).

Cost to Create: 300 gp, 24 XP, 1 day (least); 1,500 gp, 120 XP, 3 days (lesser); 3,000 gp, 240 XP, 6 days (greater).

CRYSTAL OF ILLUMINATION

Price (Item Level): 100 gp (1st) (least); 400 gp (2nd) (lesser); 1,000 gp (4th) (greater)
Body Slot: — (weapon crystal)
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Swift (command)
Weight: —

This faceted, yellow crystal glows as if a small spark burns within it.

Activating a *crystal of illumination* causes your weapon to glow.

Least: The weapon sheds bright illumination in a 5-foot radius and shadowy illumination for 5 feet beyond that.

Lesser: The weapon sheds bright illumination in a 20-foot radius and shadowy illumination for 20 feet beyond that.

Greater: The weapon sheds bright illumination in a 60-foot radius and shadowy illumination for 60 feet beyond that.

Prerequisites: Craft Magic Arms and Armor, *daylight.*

Cost to Create: 50 gp, 4 XP, 1 day (least); 200 gp, 16 XP, 1 day (lesser); 500 gp, 40 XP, 1 day (greater).

CRYSTAL OF LIFE DRINKING

Price (Item Level): 400 gp (2nd) (least); 1,500 gp (5th) (lesser); 6,000 gp (10th) (greater)
Body Slot: — (weapon crystal)
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: —
Weight: —

This transparent black crystal has a faint, sickly glow.

A *crystal of life drinking* bestows a small amount of life energy upon you each time you damage a living creature with the weapon to which the crystal is attached. Dealing nonlethal damage with the weapon doesn't activate the crystal's effect.

Least: Each time you deal damage to a living creature with the weapon to which this crystal is attached, you heal 1 point of damage. When the crystal has healed a total of 10 points of damage, it becomes inert until the following day.

Lesser: As the least crystal, except that you heal 3 points of damage with each attack until the crystal has healed 30 points of damage.

Greater: As the least crystal, except that you heal 5 points of damage with each attack until the crystal has healed 50 points of damage.

Prerequisites: Craft Magic Arms and Armor, *vampiric touch*.

Cost to Create: 200 gp, 16 XP, 1 day (least); 750 gp, 60 XP, 2 days (lesser); 3,000 gp, 240 XP, 6 days (greater).

CRYSTAL OF RETURN

Price (Item Level): 300 gp (2nd) (least); 1,000 (4th) (lesser); 4,000 gp (8th) (greater)
Body Slot: — (weapon crystal)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: —

This crystal is the color of a cloudless sky.

A *crystal of return* allows a weapon to leap into its owner's hand.

Least: This crystal allows you to draw the weapon to which it is attached as a free action.

Lesser: As the least crystal, and in addition you can call the weapon (if unattended) to your hand from up to 30 feet away as a move action.

Greater: As the lesser crystal, and the weapon also gains the returning property (*DMG* 225). This property functions only for a weapon designed to be thrown.

Prerequisites: Craft Magic Arms and Armor, *mage hand*.

Cost to Create: 150 gp, 12 XP, 1 day (least); 500 gp, 40 XP, 1 day (lesser); 2,000 gp, 160 XP, 4 days (greater).

CRYSTAL OF SECURITY

Price (Item Level): 300 gp (2nd) (least); 1,000 gp (4th) (lesser); 3,000 gp (7th) (greater)
Body Slot: — (weapon crystal)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: —

This cool, silver-tinted crystal emanates feelings of peace and safety when held.

A *crystal of security* makes a weapon cling tightly to your hand during normal use.

Least: This crystal grants you a +2 bonus on any check made to draw the weapon (such as when grappling) or to keep the weapon in your hand (such as on an opposed disarm check or an opposed Strength check if you and an opponent both grab the weapon).

Lesser: As the least crystal, except the bonus is +5.

Greater: As the least crystal, except the bonus is +10.

Prerequisites: Craft Magic Arms and Armor, *bull's strength*.

Cost to Create: 150 gp, 12 XP, 1 day (least); 500 gp, 40 XP, 1 day (lesser); 1,500 gp, 120 XP, 3 days (greater).

DEMOLITION CRYSTAL

Price (Item Level): 1,000 gp (4th) (least); 3,000 gp (7th) (lesser); 6,000 gp (10th) (greater)
Body Slot: — (weapon crystal)
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: —
Weight: —

This blue-white diamond bears a tiny adamantine emblem of a hammer.

Demolition crystals were designed for those who fight constructs, particularly for the servants of wizards who battle enemy golems.

Least: A weapon with this crystal attached deals an extra 1d6 points of damage to constructs.

Lesser: As the least crystal, and the weapon is treated as adamantine for the purpose of overcoming the damage reduction of constructs.

Greater: As the lesser crystal, and the weapon can deliver sneak attacks and critical hits against constructs as if they were living creatures.

Prerequisites: Craft Magic Arms and Armor, *disintegrate*.

Cost to Create: 500 gp, 40 XP, 1 day (least); 1,500 gp, 120 XP, 3 days (lesser); 3,000 gp, 240 XP, 6 days (greater).

FIENDSLAYER CRYSTAL

Price (Item Level): 1,000 gp (4th) (least); 3,000 gp (7th) (lesser); 5,000 gp (9th) (greater)
Body Slot: — (weapon crystal)
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: —

This perfect crystal sphere emits a faint white glow.

A *fiendslayer crystal* helps you fight creatures infused with evil.

Least: A weapon with this crystal attached deals an extra 1d6 points of damage to evil outsiders.

Lesser: As the least crystal, and the weapon is treated as good-aligned for the purpose of overcoming damage reduction.

Greater: As the lesser crystal, and if the weapon scores a critical hit against an evil outsider, that creature can't use any teleportation abilities or spells for 1 round.

Any evil creature grasping a weapon that bears a *fiendslayer crystal* gains one negative level, which remains as long as it holds the weapon and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Prerequisites: Craft Magic Arms and Armor, *align weapon*, good alignment.

Cost to Create: 500 gp, 40 XP, 1 day (least); 1,500 gp, 120 XP, 3 days (lesser); 2,500 gp, 200 XP, 5 days (greater).

PHOENIX ASH THREAT

Price (Item Level): 500 gp (3rd) (least); 2,000 gp (6th) (lesser); 6,000 gp (10th) (greater)
Body Slot: — (weapon crystal)
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: —
Weight: —

Alternating fire opals and jacinths comprise this glittering chain of gemstones.

The augment crystal known as a *phoenix ash threat* leaves smoldering embers on your enemies after every strike. Each round, at the start of your turn, the embers deal fire damage to each target struck by the weapon in the previous round.

Least: If you hit a creature with a weapon bearing this crystal, that target takes 1 point of fire damage on the following round. Multiple hits by the weapon against the same target aren't cumulative.

Lesser: As the least crystal, but the target takes 3 points of fire damage.

Greater: As the least crystal, but the target takes 5 points of fire damage.

Lore: This crystal was first employed by mystic swordsmen of the Golden Desert (Knowledge [arcana or history] DC 15).

The first signs that it was in use in more civilized lands were the charred bodies of Graz'zt cultists left piled outside their dark abbey's door after Sir Alax of Bergholdt cleansed the den with his fiery sword (Knowledge [arcana or history] DC 20).

Prerequisites: Craft Magic Arms and Armor, *burning hands.*

Cost to Create: 250 gp, 20 XP, 1 day (least); 1,000 gp, 80 XP, 2 days (lesser); 3,000 gp, 240 XP, 6 days (greater).

REVELATION CRYSTAL

Price (Item Level): 400 gp (2nd) (least); 1,000 gp (4th) (lesser); 5,000 gp (9th) (greater)
Body Slot: — (weapon crystal)
Caster Level: 9th
Aura: Moderate; (DC 19) divination
Activation: —
Weight: —

This tiger's-eye gem bears a striking resemblance to the eye of a cat, its gaze seeming to dart about.

A *revelation crystal* help you battle foes who rely on invisibility.

Least: When you damage an invisible creature using a weapon with this augment crystal attached, the creature emits a glowing golden aura for 1 round, allowing everyone to know the square or squares it occupies and where it moves during that duration. The aura is as bright as a torch. Despite the glow in the square, creatures that attack the invisible foe still suffer a 50% miss chance; the glow merely allows them to determine the appropriate square to attack.

Lesser: As the least crystal, but any active invisibility effects on the damaged creature are also suppressed for 1 round (even if the invisibility is natural or extraordinary).

Greater: As the lesser crystal, but it also suppresses active effects on the damaged creature that grant concealment or similar effects (such as *blur* or *displacement*) for 1 round. This has no effect on concealment granted by the environment (such as fog or a *darkness* spell).

Prerequisites: Craft Magic Arms and Armor, *true seeing.*

Cost to Create: 200 gp, 16 XP, 1 day (least); 500 gp, 40 XP, 1 day (lesser); 2,500 gp, 200 XP, 5 days (greater).

TRUEDEATH CRYSTAL

Price (Item Level): 1,000 gp (4th) (least); 5,000 gp (9th) (lesser); 10,000 gp (12th) (greater)
Body Slot: — (weapon crystal)
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: —
Weight: —

This amethyst is carved in the shape of a humanoid skull.

Clerics craft *truedeath crystals* to aid themselves and others in sending undead to their final rest.

Least: A weapon with this crystal attached deals an extra 1d6 points of damage to undead.

Lesser: As the least crystal, and the weapon also functions as a ghost touch weapon (*DMG* 224).

Greater: As the lesser crystal, and the weapon can deliver sneak attacks and critical hits against undead as if they were living creatures.

Prerequisites: Craft Magic Arms and Armor, *consecrate.*

Cost to Create: 500 gp, 40 XP, 1 day (least); 2,500 gp, 200 XP, 5 days (lesser); 5,000 gp, 400 XP, 10 days (greater)

WITCHLIGHT RESERVOIR

Price (Item Level): 5,000 gp (9th)
Body Slot: — (weapon crystal)
Caster Level: 10th
Aura: Moderate; (DC 20) necromancy
Activation: Swift (mental)
Weight: —

This coin-sized crystal sphere is inscribed with arcane sigils representing earth, air, wind, fire, magic, death, and beauty. It rattles like soft thunder.

As its name suggests, a *witchlight reservoir* can hold a small quantity of magical power, which can be used to enhance the power of a melee weapon. To imbue this augment crystal with power, you must directly expose it for 8 hours to one of the following substances: sunlight, moonlight, blood, or wine (at least one pint of either of the last two substances). Each one of these substances grants the item a different effect, as described below. Exposing a full reservoir to a new substance replaces the old effect with the new effect.

When activated, a reservoir adds an extra effect to its weapon's next successful melee strike (as long as it is made before the end of your turn). The effect depends on the substance to which the *witchlight reservoir* was exposed (see above).

Sunlight: +2d6 fire damage (or +4d6 fire damage if the target is undead).

Moonlight: +2d6 electricity damage (or +4d6 electricity damage if the target is a lycanthrope).

Blood: +2d6 damage to a living target.

Wine: –2 penalty on Will saves for 1 round.

A *witchlight reservoir* functions five times before it loses its power and must be imbued again. It is considered a greater augment crystal.

Lore: The first *witchlight reservoir* was recovered by Iggwilv from the vanity drawer of one of Graz'zt's previous paramours (Knowledge [arcana] DC 15).

Who created the first sphere is unknown, but the Witch of the Yatils made several more after her discovery, including one for her daughter Drelzna, who employed a bastard sword called *The Bleeding Infanta* fitted with a blood-filled *witchlight reservoir.* She carried the weapon until it was lost in battle against a gnome army led by a gold dragon somewhere between Ket and Perrenland (Knowledge [arcana] DC 20).

Prerequisites: Craft Magic Arms and Armor, *burning hands, shocking grasp, touch of idiocy, vampiric touch.*

Cost to Create: 2,500 gp, 200 XP, 5 days.

CLOTHING

CHAPTER THREE

Illus. by D. Griffith

A suit of armor is nice, but any adventurer whose list of garb begins and ends with "full plate armor" just isn't giving himself a reasonable chance of success. From the humble *ring of feather falling* to the legendary *vest of the archmagi*, the roster of useful (even crucial) magic items worn on the body is vast.

This chapter includes nearly 400 magic items designed as clothing, jewelry, and the like. Some are fashionable, others crude, but all provide useful benefits that can contribute to your character's survival.

More than any other category of items, the collection in this chapter relies on the body slot entry to constrain your choices. Unless you're comfortable making a lot of ad hoc decisions about weird combinations, we recommend that your campaign only use these items as designed (rather than switching abilities around between various body slots). See "Body Slots" in Chapter 6 for information on how the body slot system works.

> *"The arcanist's gloves would be handy, of course, but the lightning gauntlets match my cloak better. . . ."*
>
> —Devis, trying to decide on his next purchase

CLOTHING DESCRIPTIONS

The items in this chapter are arranged alphabetically.

ACROBAT BOOTS

Price (Item Level): 900 gp (4th)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: — and swift (command)
Weight: 1 lb.

Multiple brass buckles run from the ankle to the top of the calf on these finely crafted, black leather boots.

A pair of *acrobat boots* grants you a +2 competence bonus on Tumble checks. This is a continuous effect and requires no activation.

In addition, these boots have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you an enhancement bonus to your speed for 1 round.

1 charge: +10-foot enhancement bonus.

2 charges: +15-foot enhancement bonus.

3 charges: +20-foot enhancement bonus.

Prerequisites: Craft Wondrous Item, *cat's grace*, *longstrider*.

Cost to Create: 450 gp, 36 XP, 1 day.

ADAMANTINE MIND BLADE GAUNTLETS

Price (Item Level): 2,000 gp (6th)
Body Slot: Hands
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: 1 lb.

Each of these heavy leather gloves bears a violet crystal set on a small plate of adamantine.

Adamantine mind blade gauntlets allow you to give your mind blade the properties of adamantine. If you are able to enhance your mind blade (with the mind blade enhancement class feature), whenever you materialize your mind blade while wearing these gauntlets, you can choose to treat it as an adamantine weapon for the purpose of ignoring hardness or overcoming damage reduction. This ability takes the place of a property with a +1 enhancement bonus value.

For example, a 6th-level soulknife wearing the gauntlets could either choose to apply the gauntlets' effect or apply one of the +1 enhancement bonus value properties given on the table (*EPH* 29). A 10th-level soulknife could apply both the gauntlets' effect and a +1 enhancement bonus value property rather than applying a combination of properties from the table totaling +2.

Adamantine mind blade gauntlets function an unlimited number of times per day. The gauntlets require no separate activation; using them is part of the action to materialize your mind blade.

Prerequisites: Craft Wondrous Item, *fabricate,* mind blade.

Cost to Create: 1,000 gp, 80 XP, 2 days.

AMBER AMULET OF VERMIN

Price (Item Level): See table
Body Slot: Throat
Caster Level: See table
Aura: See table; (DC varies) transmutation
Activation: Standard (command)
Weight: —

This irregularly shaped piece of natural amber is fastened at the end of a long golden chain. Within the amber a tiny creature still seems to twitch.

This item summons a giant vermin that appears and obeys your commands for 1 minute (as if summoned by *summon nature's ally*). At the end of this duration, the creature vanishes.

Eight varieties of the *amber amulet of vermin* exist (see the table for the details of each version). An *amber amulet of vermin* works once per day.

Prerequisites: Craft Wondrous Item, *giant vermin.*

Cost to Create: Varies.

Amber Amulet of Vermin

Vermin	CL	Aura	Market Price (Item Level)
Giant bee	7th	Moderate (DC 17)	500 gp (3rd)
Giant queen ant	10th	Moderate (DC 20)	700 gp (3rd)
Giant praying mantis	10th	Moderate (DC 20)	700 gp (3rd)
Huge monstrous centipede	10th	Moderate (DC 20)	700 gp (3rd)
Huge monstrous scorpion	10th	Moderate (DC 20)	700 gp (3rd)
Large monstrous spider	10th	Moderate (DC 20)	700 gp (3rd)
Giant wasp	15th	Strong (DC 22)	800 gp (3rd)
Giant stag beetle	19th	Strong (DC 24)	1,200 gp (4th)

AMULET OF AQUATIC SALVATION

Price (Item Level): 500 gp (3rd)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: Immediate (mental)
Weight: —

This small pendant contains a perfect sphere of aquamarine hung from a blue metal chain.

These necklaces are boons to sailors and spelunkers alike, because they prevent accidental drowning. When activated, an *amulet of aquatic salvation* grants you the ability to breathe water (as the *water breathing* spell) for 5 rounds.

An *amulet of aquatic salvation* functions once per day.

Prerequisites: Craft Wondrous Item, *water breathing.*

Cost to Create: 250 gp, 20 XP, 1 day.

AMULET OF CATAPSI

Price (Item Level): 16,000 gp (14th)
Body Slot: Throat
Caster Level: 9th
Aura: Moderate; (DC 19) enchantment
Activation: Standard (mental)
Weight: —

This crimson-tinted metal amulet is rimmed with dozens of copper pyramids. It hums cheerfully when grasped.

When activated, this amulet emits a 30-foot-radius area of telepathic noise, centered on you, for 9 rounds. If any creature in this area (including you) attempts to manifest a power, it must succeed on a DC 17 Will save or pay 4 more points than it otherwise would for that power manifestation. The limit on the number of power points a subject can spend on a power remains in effect, so a creature that fails its saving throw might not be able to manifest its highest-level powers.

An *amulet of catapsi* functions once per day.

Prerequisites: Craft Wondrous Item, *antimagic field* or *catapsi* (*EPH* 82).

Cost to Create: 8,000 gp, 640 XP, 16 days.

AMULET OF EMERGENCY HEALING

Price (Item Level): 6,000 gp (10th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: Immediate (command)
Weight: —

This globe-shaped citrine is bisected by a sturdy silver chain.

The wearer of an *amulet of emergency healing* can provide instantaneous aid to an injured ally. When it is activated, you can heal 1d4+5 points of damage to yourself or a creature within 30 feet. You can use this effect to prevent the death of a creature reduced below –9 hit points, as long as the healing provided returns the target's hit points to –9 or higher. (For example, you couldn't save a creature whose hit points had been reduced to –19 or lower, since the amulet can't provide more than 9 points of healing.)

This amulet has no effect on undead creatures or creatures immune to healing spells.

An *amulet of emergency healing* functions three times per day.

Prerequisites: Craft Wondrous Item, *close wounds* (*SC* 48).

Cost to Create: 3,000 gp, 240 XP, 6 days.

AMULET OF FORTUNE PREVAILING

Price (Item Level): 5,000 gp (9th)
Body Slot: Throat
Caster Level: 9th
Aura: Moderate; (DC 19) abjuration
Activation: Immediate (command)
Weight: 1 lb.

This delicate gold amulet is suspended from a fine gold chain and set with three aventurines.

You can activate an *amulet of fortune prevailing* to reroll a saving throw. You must activate this ability before the success or failure of the saving throw has been determined, and you must use the second result, even if it's lower. You can't use this ability if you have already rerolled the save for any reason.

An *amulet of fortune prevailing* functions once per day.

Prerequisites: Craft Wondrous Item, *break enchantment*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

AMULET OF INCARNUM SHIELDING

Price (Item Level): 2,100 gp (6th)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration
Activation: —
Weight: 1 lb.

This ornate silver necklace is set with a brilliant, blue stone.

While you wear an *amulet of incarnum shielding*, you are immune to any effect that would drain your incarnum or unshape one of your soulmelds. An *amulet of incarnum shielding* has 7 charges when created. Each time your amulet negates an effect, it expends 1 charge. When an amulet loses its last charge, it crumbles into dust.

Prerequisites: Craft Wondrous Item, must have an essentia pool.

Cost to Create: 1,050 gp, 84 XP, 3 days.

AMULET OF INVIOLATE FORM

Price (Item Level): 11,000 gp (13th)
Body Slot: Throat
Caster Level: 9th
Aura: Moderate; (DC 19) abjuration
Activation: Immediate (command)
Weight: 1 lb.

This platinum amulet is set with seven red garnets.

This amulet protects you from spells and effects that would significantly change your bodily form or composition. Whenever you are the target of such an effect, you can expend 1 charge to negate the transformation. You must decide whether to use the charge before you attempt a saving throw. Effects that the amulet protects against include, but are not limited to, *polymorph*, petrification, the touch of an aboleth's tentacle, and the attack of a chaos beast.

An *amulet of inviolate form* has 7 charges when created, one for each garnet. Each time a charge is expended, one garnet turns a dull black color.

Prerequisites: Craft Wondrous Item, *break enchantment*.

Cost to Create: 5,500 gp, 440 XP, 11 days.

AMULET OF RETRIBUTIVE HEALING

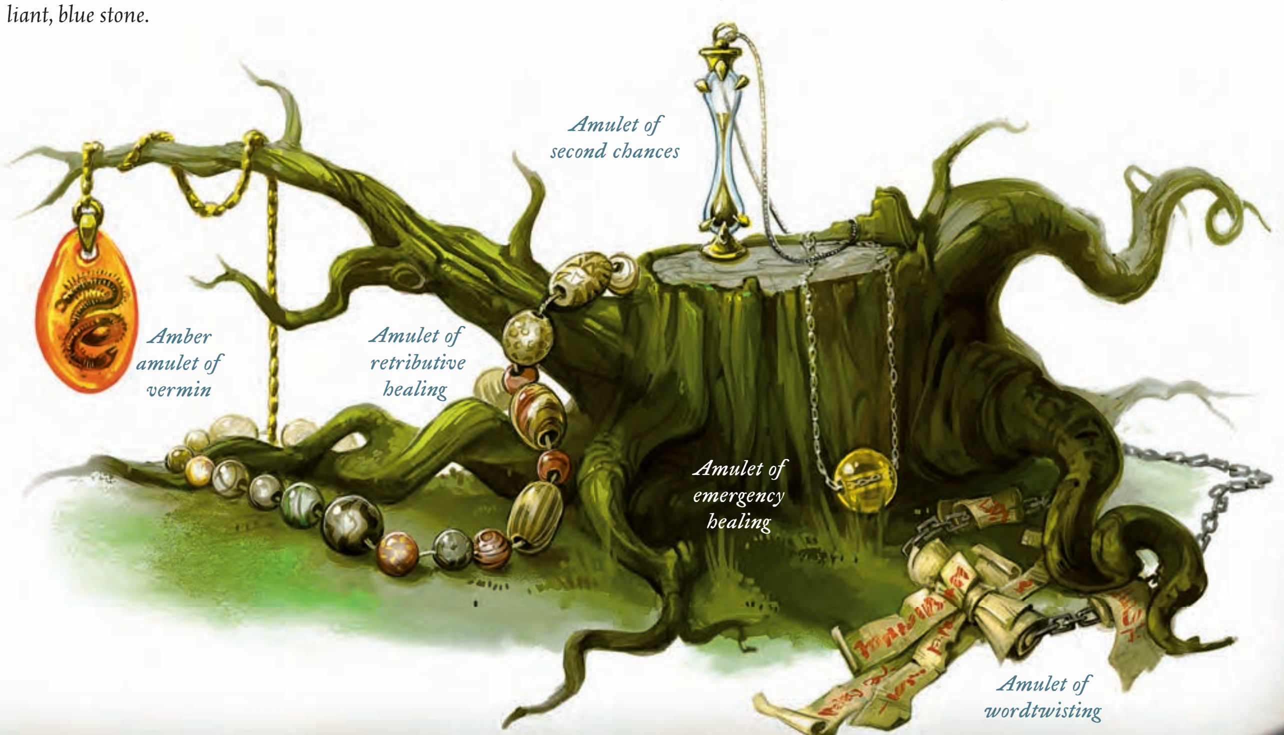
Price (Item Level): 2,000 gp (6th)
Body Slot: Throat
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Swift (command)
Weight: 1 lb.

This strand of ceramic beads is painted with sedate earth tones.

Devoting your life to healing is often a thankless job. An *amulet of retributive healing* ensures that if you tend to your allies, you are renewed in turn.

When you activate your amulet, the next effect you use before the end of your turn that heals another creature's damage also heals you of an equal amount, as long as you could be healed by that same effect. If the effect heals multiple creatures, you only gain the retributive healing once per effect.

For example, a human cleric casting *cure light wounds* on an ally after activating this amulet would gain the same amount of healing, but a human wizard casting *repair light damage* on her warforged ally would not benefit from activating the amulet (since that spell only affects constructs).


Amulet of second chances
Amber amulet of vermin
Amulet of retributive healing
Amulet of emergency healing
Amulet of wordtwisting

Illus. by E. Widermann

An *amulet of retributive healing* functions three times per day.

Prerequisites: Craft Wondrous Item, *mass cure light wounds*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

AMULET OF SECOND CHANCES

Price (Item Level): 40,000 gp (17th)
Body Slot: Throat
Caster Level: 17th
Aura: Strong; (DC 23) transmutation
Activation: Swift (command)
Weight: —

This tiny, golden hourglass hangs from a thin mithral chain.

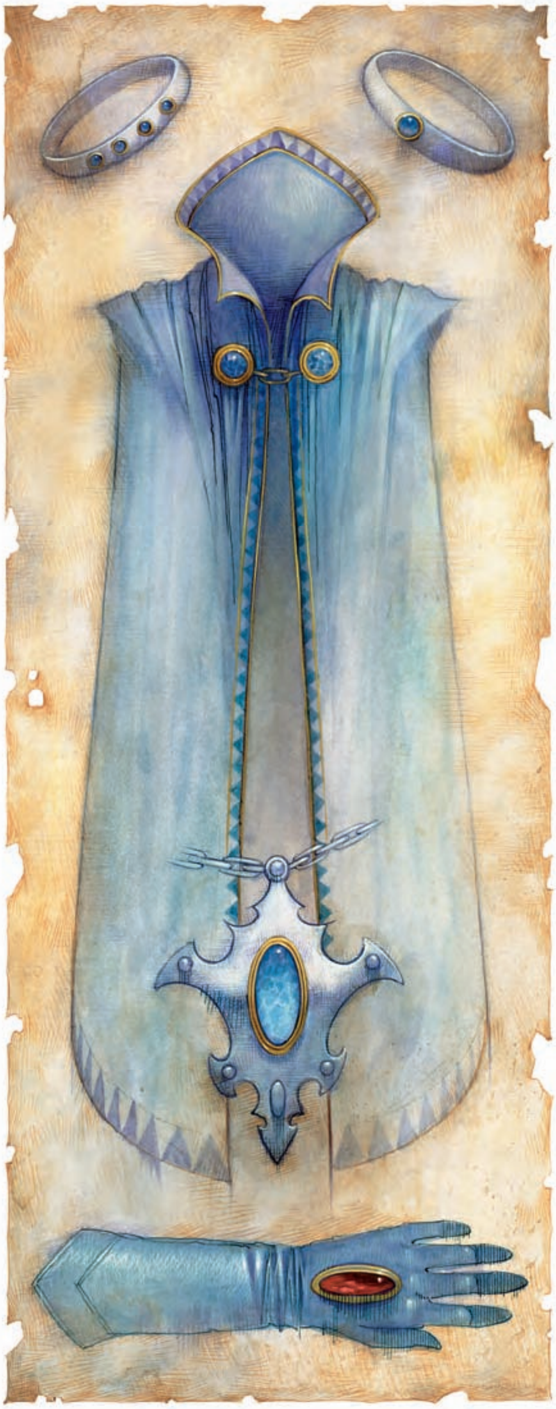
An *amulet of second chances* gives you the ability to reverse disastrous choices. When you activate the amulet, you undo all the events of your current turn and begin the turn again. This includes moving yourself and any other creatures back to the positions they occupied at the start of your turn, removing any damage or other conditions (harmful or beneficial) that have occurred during your turn (to yourself or others), and in all other ways "resetting" events. All affected creatures are aware of the events of the now-nonexistent round, but they are free to make entirely different choices from the ones they originally made.

An *amulet of second chances* functions once per day.

Prerequisites: Craft Wondrous Item, *time stop* or *time regression* (EPH 138).

Cost to Create: 20,000 gp, 1,600 XP, 40 days.

Illus. by W. England



Incarnum items: ring of soulbound protection, ring of essentia, cloak of soulbound resistance, amulet of incarnum shielding, glove of incarnum theft

AMULET OF TEAMWORK

Price (Item Level): 2,000 gp (6th)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) enchantment
Activation: — and swift (command)
Weight: —

This silver chain comes together in the form of a pair of linked hands.

An *amulet of teamwork* allows you to work more effectively as part of a team. When you successfully use the aid another action, the bonus granted to your ally improves from +2 to +3. When you flank an enemy, you and any allies also flanking that creature gain a +2 bonus on damage rolls. These are continuous effects and require no activation.

In addition, you can activate the amulet to grant both you and an adjacent ally a +5 competence bonus to AC for 1 round. You must be adjacent to an ally to activate this power. This ability can be used once per day.

Prerequisites: Craft Wondrous Item, *heroism*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

AMULET OF TEARS

Price (Item Level): 2,300 gp (6th)
Body Slot: Throat
Caster Level: 4th
Aura: Faint; (DC 17) enchantment
Activation: Swift (command)
Weight: —

Adorning a glossy silver chain, a spiral of pearl teardrops circles a colorless crystal sphere.

An *amulet of tears* has 3 charges, which are renewed each day at dawn. Spending 1 or more charges when you activate the amulet grants you temporary hit points, as described below. These hit points last for up to 10 minutes; they don't stack with any other temporary hit points.

1 charge: 12 temporary hit points.

2 charges: 18 temporary hit points.

3 charges: 24 temporary hit points.

Prerequisites: Craft Wondrous Item, *aid*.

Cost to Create: 1,150 gp, 92 XP, 3 days.

AMULET OF TOXIN DELAY

Price (Item Level): 400 gp (2nd)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: Immediate (command)
Weight: —

The transparent crystal hanging from this necklace contains several drops of viscous green fluid.

When you activate an *amulet of toxin delay*, it creates a *delay poison* effect on you (as the spell, but with a duration of only 2 rounds). You can activate this item whenever you would be required to attempt a saving throw against poison (before rolling the save).

An *amulet of toxin delay* functions once per day.

Prerequisites: Craft Wondrous Item, *delay poison*.

Cost to Create: 200 gp, 16 XP, 1 day.

AMULET OF WORDTWISTING

Price (Item Level): 6,000 gp (10th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: — and standard (command)
Weight: —

Strips of torn and knotted scrolls seem to make up this amulet. You can discern a few letters in red ink on the tightly rolled parchment, but these symbols are warped and meaningless.

An *amulet of wordtwisting* grants you a +2 insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks. This is a continuous effect and requires no activation.

If you are an orc wearing an *amulet of wordtwisting*, you instead gain a +4 insight bonus on the indicated skill checks. In addition, once per day, you can activate a *tongues* effect on yourself (as the spell).

Prerequisites: Craft Wondrous Item, *tongues*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

ANGELHELM

Price (Item Level): 10,000 gp (12th)
Body Slot: Head
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: — and standard (command)
Weight: 2 lb.

This winged mithral helm shines in the light like a priceless heirloom.

An *angelhelm* allows a good-aligned wearer to emulate certain traits of celestial beings. Your melee attacks are treated as good-aligned weapons for the purpose of overcoming damage reduction. This is a continuous effect and requires no activation.

In addition, your *angelhelm* allows you to use *cure critical wounds, dispel evil* (DC 17), and *resist energy* (acid or cold only) as spell-like abilities each once per day.

The helm grants no benefit to nongood wearers.

Prerequisites: Craft Wondrous Item, *dispel evil, cure critical wounds, resist energy*, good alignment.

Cost to Create: 5,000 gp, 400 XP, 10 days.

ANKH OF ASCENSION

Price (Item Level): 9,000 gp (12th)
Body Slot: Throat
Caster Level: 17th
Aura: Strong; (DC 23) conjuration
Activation: Free (command)
Weight: 3 lb.

Crudely carved from splintering wood and dangling from frayed twine, this simple ankh looks brittle and ancient.

When you activate an *ankh of ascension*, you must sacrifice a prepared divine spell or divine spell slot. The caster level of any divine spells of that level or lower that you cast before your next turn increases by 4.

An *ankh of ascension* functions three times per day.

Prerequisites: Craft Wondrous Item, *gate*.

Cost to Create: 4,500 gp, 360 XP, 9 days.

ANKLET OF TRANSLOCATION

Price (Item Level): 1,400 gp (5th)
Body Slot: Feet
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: Swift (command)
Weight: —

A pewter chime hangs from this simple leather ankle-band.

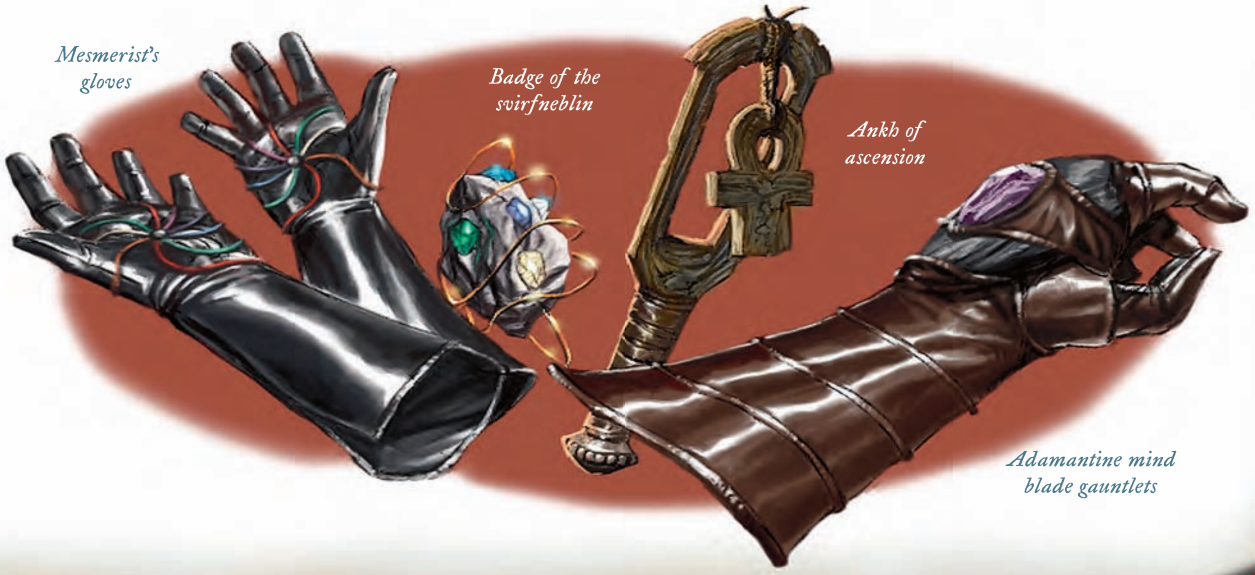
An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 XP, 2 days.



Illus. by B. Hagan

ARCANIST'S GLOVES

Price (Item Level): 500 gp (3rd)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: —

These sleek blue gloves bear tiny golden stars across the knuckles.

When you activate *arcanist's gloves,* you add 2 to the caster level of the next 1st-level arcane spell you cast before the end of your turn.

Arcanist's gloves function two times per day.

Prerequisites: Craft Wondrous Item, *fox's cunning.*

Cost to Create: 250 gp, 20 XP, 1 day.

ARMBAND OF ELUSIVE ACTION

Price (Item Level): 800 gp (3rd)
Body Slot: Arms
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Immediate (mental)
Weight: 1 lb.

This solid gold band is polished to a bright shine.

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated, the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

An *armband of elusive action* functions once per day.

Prerequisites: Craft Wondrous Item, *cat's grace* or evade attack (CP 89).

Cost to Create: 400 gp, 32 XP, 1 day.

ARMBAND OF MAXIMIZED HEALING

Price (Item Level): 7,200 gp (11th)
Body Slot: Arms
Caster Level: 17th
Aura: Strong; (DC 23) conjuration
Activation: Swift (mental)
Weight: 1 lb.

Numerous small diamonds adorn this silver armband like tiny constellations.

When you activate an *armband of maximized healing,* the next healing spell of 6th level or lower that you cast on your turn is automatically maximized (as the Maximize Spell feat, but with no adjustment to spell level or casting time).

An *armband of maximized healing* functions three times per day.

Prerequisites: Craft Wondrous Item, Maximize Spell, *heal.*

Cost to Create: 3,600 gp, 288 XP, 8 days.

ARMBANDS OF MIGHT

Price (Item Level): 4,100 gp (9th)
Body Slot: Arms
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: 2 lb.

These bronze armbands are engraved with images of bulls' horns.

When you wear these armbands, you gain a +2 bonus on Strength checks and Strength-based skill checks.

If you have the Power Attack feat, you also gain a +2 bonus on melee damage rolls for any attack on which you use the Power Attack feat and take a penalty of at least –2 on your attack roll.

Prerequisites: Craft Wondrous Item, *bull's strength.*

Cost to Create: 2,050 gp, 164 XP, 5 days.

ARTIFICER'S MONOCLE

Price (Item Level): 1,500 gp (5th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: See text
Weight: —

This glass lens is rimmed with gold and has a fine gold chain attached to an ear clip.

Putting on a monocle is a standard action. While wearing an *artificer's monocle,* whenever you successfully use your artificer knowledge class feature (ECS 31) to detect an item's magical aura or you cast *detect magic* and have at least 5 ranks of Knowledge (arcana), you can spend 1 additional minute studying the item. If you do, you can identify the abilities of that item as if you had cast *identify* upon it.

Prerequisites: Craft Wondrous Item, *identify,* artificer knowledge or Knowledge (arcana) 5 ranks.

Cost to Create: 750 gp, 60 XP, 2 days.

BADGE OF THE SVIRFNEBLIN

Price (Item Level): 15,000 gp (14th)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) illusion, transmutation
Activation: — and standard (command)
Weight: —

This brooch is little more than a hunk of gray rock studded with a number of colorful, uncut gems and wrapped in tarnished metal wire.

While wearing this item, you gain darkvision out to 30 feet and a +5 competence bonus on Hide checks. These are continuous effects and require no activation.

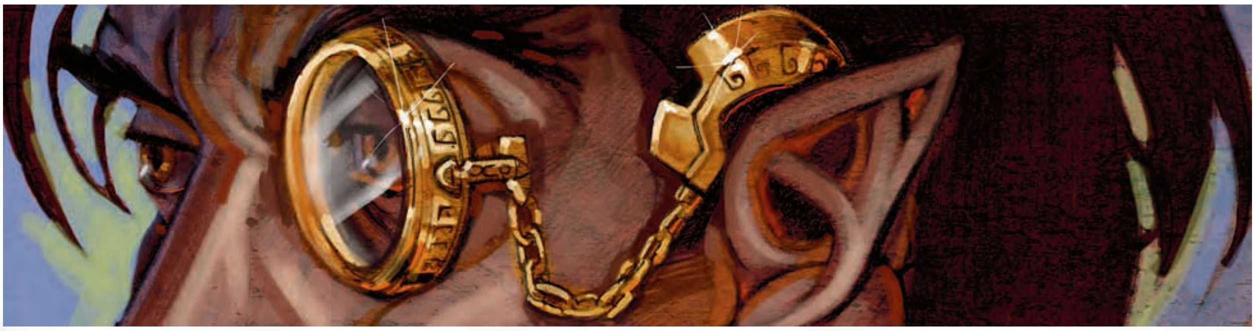
Once per day, you can activate the badge to give yourself a *blur* effect (as the spell).

Prerequisites: Craft Wondrous Item, *blur, darkvision,* svirfneblin.

Cost to Create: 7,500 gp, 600 XP, 15 days.

BEAR HELM

Price (Item Level): 1,500 gp (5th)
Body Slot: Head
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: Immediate (mental)
Weight: —



Artificer's monocle

Illus. by S. Ellis

This large helmet is wrapped in the hide of a bear's head, with metal teeth worked into its visor.

While raging, you can halve the damage dealt by a single sneak attack or critical hit scored against you. You can activate this item after the damage from the attack has been determined.

A *bear helm* functions once per day.

Prerequisites: Craft Wondrous Item, *stoneskin*.

Cost to Create: 750 gp, 60 XP, 2 days.

BEHOLDER CROWN

Price (Item Level): 20,000 gp (15th)
Body Slot: Head
Caster Level: 13th
Aura: Strong; (DC 21) necromancy
Activation: Swift (mental)
Weight: 1 lb.

Ten metal stalks sprout from this grotesquely formed bronze crown. At the tip of each stalk, a different gem gazes like a glistening eye.

These strange crowns can shoot rays from eyelike gems, much like the attacks of their namesake. Each gem can fire a different ray a single time at a target (doing this burns out the gem). Each ray extends up to 30 feet and requires a ranged touch attack to successfully strike a target. Each ray functions as a particular spell (though the ray only affects a single target):

- *charm monster* (Will DC 17 negates)
- *charm person* (Will DC 17 negates)
- *deep slumber* (Will DC 17 negates)
- *disintegrate* (Fort DC 17 partial)
- *fear* (Will DC 17 partial)
- *finger of death* (Fort DC 17 partial)
- *flesh to stone* (Fort DC 17 negates)
- *inflict moderate wounds* (Will DC 17 half)
- *slow* (Will DC 17 negates)
- *telekinesis* (violent thrust against a target of up to 325 pounds; Will DC 17 negates)

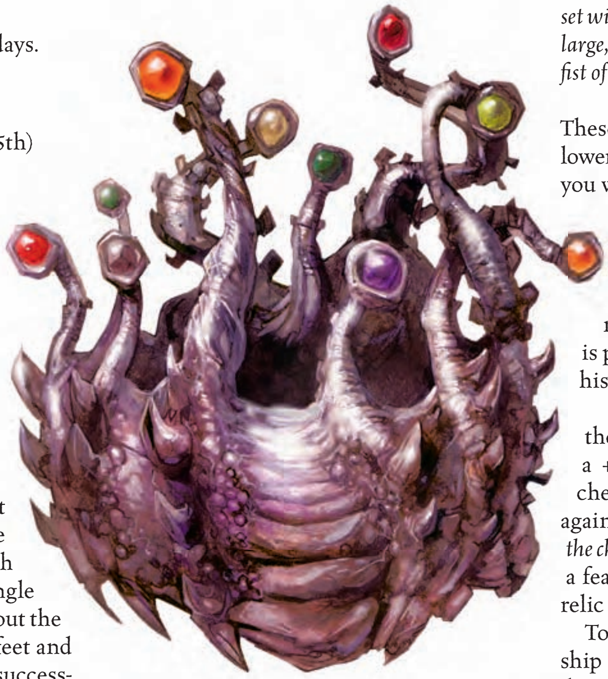
Prerequisites: Craft Wondrous Item, *charm monster, charm person, deep slumber, disintegrate, fear, finger of death, flesh to stone, inflict moderate wounds, slow, telekinesis*.

Cost to Create: 10,000 gp, 800 XP, 20 days.

BELT OF BATTLE

Price (Item Level): 12,000 gp (13th)
Body Slot: Waist
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: — and swift (mental)
Weight: —

This leather belt bears a platinum buckle set with three small black pearls.



Beholder crown

A *belt of battle* helps you avoid being caught off guard in combat and allows occasional bursts of extra activity. While worn, it grants you a +2 competence bonus on initiative checks. This is a continuous effect and requires no activation.

In addition, a *belt of battle* has 3 charges, which are renewed each day at dawn. Each time you activate the belt, one of the black pearls set into its buckle turns white. The pearls return to normal when the ring's charges renew. Spending 1 or more charges grants you an extra action, which must be taken immediately (before you take any other action).

1 charge: 1 move action.

2 charges: 1 standard action.

3 charges: 1 full-round action.

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 6,000 gp, 480 XP, 12 days.

BELT OF THE CHAMPION [RELIC]

Price (Item Level): 4,500 gp (9th)
Body Slot: Waist
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: —
Weight: 1 lb.

This belt is forged of thick golden links, each set with a cabochon-cut semiprecious stone. Its large, oval buckle is embossed with the closed fist of Kord.

These gem-studded belts are sacred to followers of Kord, the god of strength. When you wear one of these items, it functions as a *belt of giant strength +2* if you are chaotic good, neutral good, or chaotic neutral. All of Kord's followers vie for the honor of winning one of these items, and each belt is passed down through generations of his faithful.

Relic Power: If you have established the proper divine connection, you gain a +5 competence bonus on Strength checks and a +4 morale bonus on saves against fear effects while wearing a *belt of the champion*. If you ever fail a save against a fear effect while wearing this belt, its relic power is negated for 1 hour.

To use the relic power, you must worship Kord and either sacrifice a 3rd-level divine spell slot or have the True Believer feat and at least 5 HD.

Lore: The first *belt of the champion* was forged by a priest of Kord in a tiny village for a traveling hero who, having failed to persuade the villagers to flee before a horde of orcs, offered to stay and defend them. Each decade since then, Kord has given one of these belts to a favorite follower (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *bull's strength*.

Cost to Create: 2,250 gp, 180 XP, 5 days.

BELT OF GROWTH

Price (Item Level): 3,000 gp (7th)
Body Slot: Waist
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Activation: Standard (command)
Weight: —

This thick brass belt looks like it is riddled with cracks. It bends as though it has been stretched out of shape.

When you activate a *belt of growth*, you instantly increase in size (as if affected

Illus. by C. Critchlow

by *enlarge person*). This effect lasts for 10 minutes or until you command it to end. This ability doesn't stack with any other effect that increases your size.

A *belt of growth* functions once per day.

Prerequisites: Craft Wondrous Item, *enlarge person*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

BELT OF HIDDEN POUCHES

Price (Item Level): 5,000 gp (9th)
Body Slot: Waist
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Move (command); see text
Weight: 1 lb.

Ten tiny pockets run along the inside of this otherwise unremarkable leather belt.

Hidden inside this belt are ten small pockets, each of which seems big enough to hold only a few coins. Each pocket actually functions as a small *bag of holding* and can hold up to 1/2 cubic foot or 5 pounds of nonliving matter. No object with any dimension exceeding 6 inches can be placed in a pocket. Anything placed inside a pocket effectively has one-tenth its normal weight, so a full pocket weighs only 1/2 pound at most.

In addition, two secret pockets lie behind each visible one, for a total of thirty pockets in all. The hidden pockets can be accessed only through a command word. A *true seeing* spell reveals the presence of the hidden pockets but not the command word needed to open them.

Even when a pocket is full, it never bulges, so a *belt of hidden pouches* stuffed with 150 pounds of items still looks like an ordinary belt.

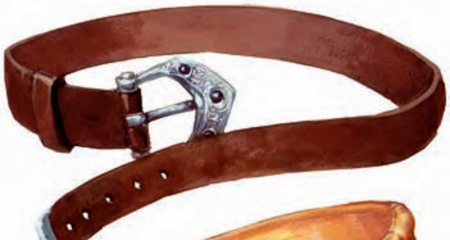
To place any object in the belt, you merely press the object into the belt. Doing so while speaking the command word places the object in one of the hidden pockets (if one of them is empty). Placing an item in a pocket (hidden or visible) is a move action that does not provoke attacks of opportunity.

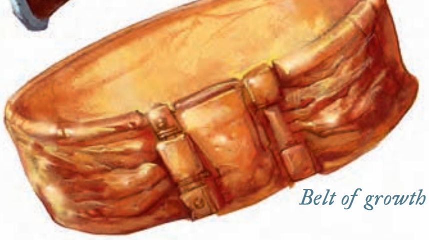
Naming a stored object and speaking a second command word draws the named object out of the belt and places it in your hand. Doing this is a move action that does not provoke attacks of opportunity.

You can also reach into one of the ten regular hidden pockets and draw out an item, just as if retrieving a stored object (a move action that provokes attacks of opportunity).

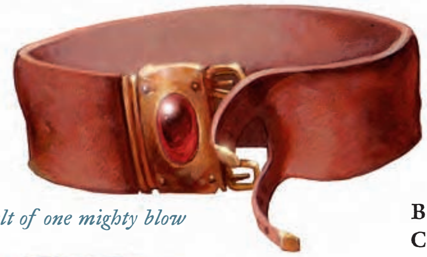
A casual search won't reveal any objects placed in the belt, and searching the visible pockets cannot reveal anything stored in the hidden pockets. It is possible to use a Sleight of Hand check to pluck something out of one of the ten visible pockets, but only someone wearing or holding a belt can access the hidden pockets, and then only with the correct command word.

Belt of battle

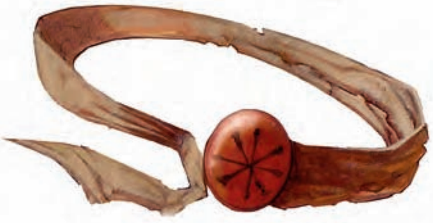




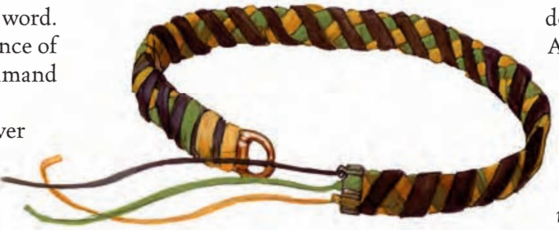
Belt of growth



Belt of one mighty blow



Belt of priestly might



Belt of ultimate athleticism

Illus. by C. Critchlow

Prerequisites: Craft Wondrous Item, *Leomund's secret chest*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

BELT OF ONE MIGHTY BLOW

Price (Item Level): 1,500 gp (5th)
Body Slot: Waist
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: 1 lb.

The buckle of this wide leather belt is set with a single blood-red carbuncle.

Activating a *belt of one mighty blow* grants extra damage on your next melee attack made before the end of your turn. A light weapon deals an extra 1d8 points of damage, a one-handed weapon deals an extra 2d6 points of damage, and a two-handed weapon deals an extra 3d6 points of damage.

A *belt of one mighty blow* functions once per day.

Prerequisites: Craft Wondrous Item, *bull's strength*.

Cost to Create: 750 gp, 60 XP, 2 days.

BELT OF PRIESTLY MIGHT

Price (Item Level): 6,000 gp (10th)
Body Slot: Waist
Caster Level: 8th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: 1 lb.

A prominent, yet worn, holy symbol adorns this threadbare cloth sash.

This belt features a deity's holy symbol. Followers of that deity or anyone of that deity's alignment can wear the belt safely. Any other creature gains one negative level when wearing the belt. The negative level remains for as long as the belt is worn. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the belt is worn.

While wearing the belt, you gain a +1 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0.) The belt also grants you a +2 enhancement bonus to Strength.

Prerequisites: Craft Wondrous Item, *barkskin, bull's strength*.

Cost to Create: 3,000 gp 240 XP, 6 days.

BELT OF THEFT-HEALING

Price (Item Level): 2,000 gp (6th)
Body Slot: Waist
Caster Level: 8th
Aura: Moderate; (DC 19) transmutation
Activation: Free (command)
Weight: 1 lb.

This supple brown leather belt has a silver buckle engraved with numerous tiny magical runes.

Designed and used by spellthieves (CAd 13), *belts of theft-healing* heighten the payoff of stealing spells. When you steal a spell or spell-like ability from an unwilling target, you can activate the belt to also heal damage equal to the level of the spell or spell-like ability stolen.

A *belt of theft-healing* functions three times per day.

Prerequisites: Craft Wondrous Item, *bear's endurance*, steal spell.

Cost to Create: 1,000 gp, 80 XP, 2 days.

BELT OF ULTIMATE ATHLETICISM

Price (Item Level): 3,600 gp (8th)
Body Slot: Waist
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Swift (command)
Weight: —

This simple cloth belt is a braid of black, green, and gold threads.

A *belt of ultimate athleticism* allows you to reliably perform normal athletic feats, or occasionally pull off a truly amazing stunt. When you activate the belt, you can take 10 on all Balance, Climb, Jump, Swim, and Tumble checks made in that round, even if you are in a stressful situation.

In addition, once per day, you can activate the belt to treat the next Balance, Climb, Jump, Swim, or Tumble check you attempt as if you had rolled a 20.

Prerequisites: Craft Wondrous Item, *bull's strength, cat's grace.*

Cost to Create: 1,800 gp, 144 XP, 4 days.

BLIGHTER'S HEX-EYE

Price (Item Level): 1,400 gp (5th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: Swift (command)
Weight: —

This black leather eyepatch bears a blood-red pentagram.

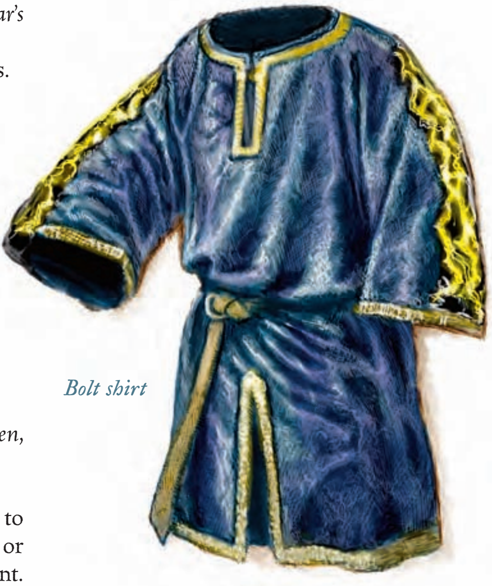
When you activate a *blighter's hex-eye*, your melee attacks against elves and creatures of the plant type deal an extra 2d6 points of damage. This effect lasts for 1 round.

A hex-eye functions three times per day, but it can't be activated in consecutive rounds.

Lore: Gruumsh, god of orcs, gave his shamans the knowledge to craft the first *blighter's hex-eye* to help his people clear the woodlands of their enemies (Knowledge [history or religion] DC 15). Elves joke that the orcs are so stupid that Gruumsh has to teach every new generation the secrets of the eyepatch's construction again (Knowledge [history or religion] DC 20).

Prerequisites: Craft Wondrous Item, *keen edge.*

Cost to Create: 700 gp, 56 XP, 2 days.



Bolt shirt

BLINDFOLD OF TRUE DARKNESS

Price (Item Level): 9,000 gp (12th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: —
Weight: —

This black, silky piece of cloth is completely opaque when held up to the light.

When you wear this blindfold, you gain the blindsight ability out to 30 feet (*MM* 306). Because your eyes are protected, you are also immune to gaze attacks and spells or effects that rely on sight. You cannot use vision in any way while wearing the blindfold.

Prerequisites: Craft Wondrous Item, *see invisibility.*

Cost to Create: 4,500 gp, 360 XP, 9 days.

BLINDHELM

Price (Item Level): 15,000 gp (14th)
Body Slot: Head
Caster Level: 11th
Aura: Strong; (DC 20) divination
Activation: —
Weight: 1/2 lb.

This helm's face is a solid slab of iron, apparently allowing its wearer no way to see out.

Despite its appearance and name, a *blindhelm* doesn't restrict your vision in any way. More important, it grants you blindsense out to 5 feet and provides you with a +5 competence bonus on saves against gaze attacks.

Prerequisites: Craft Wondrous Item, *true seeing.*

Cost to Create: 7,500 gp, 600 XP, 15 days.

BOLT SHIRT

Price (Item Level): 5,000 gp (9th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: Move (command)
Weight: —

Golden lightning bolts are embroidered along the sleeves of this sturdy tunic of blue linen.

You can teleport (with no chance of error) to any location within 60 feet, as long as you have both line of sight and line of effect to that destination. A harmless trail of crackling sparks traces the path from your original location to your destination, making it obvious where you have landed.

You can't use the shirt to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the shirt's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *dimension door.*

Cost to Create: 2,500 gp, 200 XP, 5 days.

BONE RING

Price (Item Level): 20,000 gp (15th)
Body Slot: Ring
Caster Level: 12th
Aura: Strong; (DC 21) abjuration
Activation: —
Weight: —

Seemingly fragile and nearly weightless, this ring appears to be a single long finger bone, bleached white and somehow bent into a circle.

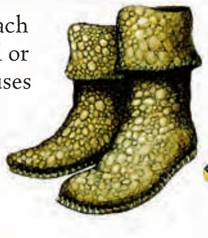
While wearing a *bone ring*, you are protected from energy drain and ability drain (but not ability damage). A *bone ring* has

Illus. by E. Cox

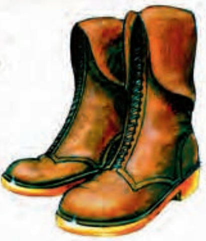
3 charges, which are renewed each day at dawn. Every negative level or point of ability drain prevented uses 1 charge. For example, a successful slam attack from a vampire, which normally bestows two negative levels, instead drains 2 charges from the ring.

Prerequisites: Forge Ring, *negative energy protection.*

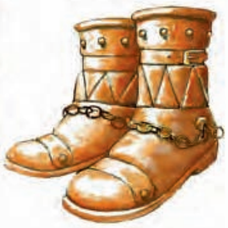
Cost to Create: 10,000 gp, 800 XP, 20 days.



Boots of agile leaping



Boots of swift passage



Boots of sidestepping

BOOTS OF AGILE LEAPING

Price (Item Level): 600 gp (3rd)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: 2 lb.

These crocodile-skin boots feel slightly elastic.

While wearing *boots of agile leaping*, you can add your Dexterity modifier (instead of your Strength modifier) on Jump checks.

If you have at least 5 ranks in Balance, you can stand from prone as a swift action. When standing from prone, you do not provoke attacks of opportunity.

Prerequisites: Craft Wondrous Item, *cat's grace.*

Cost to Create: 300 gp, 24 XP, 1 day.

BOOTS OF THE BATTLE CHARGER

Price (Item Level): 2,000 gp (6th)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: 2 lb.

These heavy leather boots bear thick copper bands just above the ankle.

When activated, *boots of the battle charger* allow you to make a charge attack as a standard action (rather than a full-round action), though the charge only includes movement up to your speed (rather than double your speed). You must make the charge attack in the round you activate the boots, or the effect is lost.

If you also wear a magic item that grants an enhancement bonus to your Dexterity score, you can move across difficult terrain and through squares occupied by allies when making a charge after activating the boots.

You can use this ability two times per day.

Prerequisites: Craft Wondrous Item, *cat's grace, longstrider.*

Cost to Create: 1,000 gp, 80 XP, 2 days.

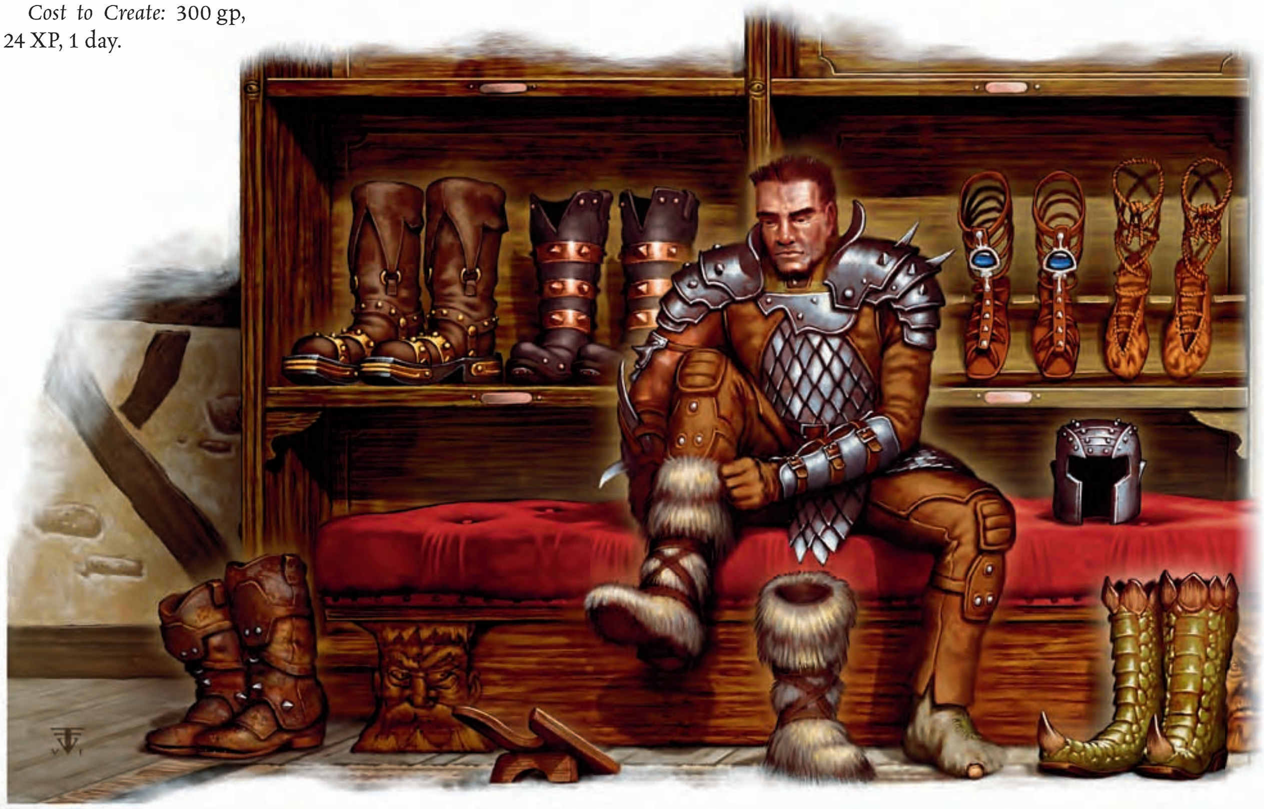
BOOTS OF BIG STEPPING

Price (Item Level): 6,000 gp (10th)
Body Slot: Feet
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: — and standard (command)
Weight: 2 lb.

These wolfhide boots are secured with leather thongs that wrap twice about the ankle. The fur is exceptionally soft and has a faint sheen that makes the boots appear to shimmer in the light.

The spirit of a blink dog has been harnessed within these boots. While you are wearing these boots, your caster level for all teleportation spells is increased by 2. This is a continuous effect and requires no activation.

In addition, when you speak the command word, you can teleport up to 60



Regdar tests out boots of stomping, boots of the battle charger, boots of big stepping, sandals of springing, sandals of sprinting, and boots of dragonstriding

Illus. by D. Martin & F. Vohwinkel

feet with no chance for error, as if using a *greater teleport* spell. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *dimension door.*

Cost to Create: 3,000 gp, 240 XP, 6 days.

BOOTS OF DESPERATION

Price (Item Level): 2,800 gp (7th)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: —

These soft-soled boots look comfortable and quiet.

You can activate *boots of desperation* only when your current hit point total is equal to or less than half your full normal hit points. When activated, the boots grant a +30-foot enhancement bonus to your base speed and a +5 dodge bonus to AC against attacks of opportunity. These benefits last for 1 round.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *expeditious retreat.*

Cost to Create: 1,400 gp, 112 XP, 3 days.

BOOTS OF DRAGONSTRIDING

Price (Item Level): 1,500 gp (5th)
Body Slot: Feet
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: — and swift (mental)
Weight: 1 lb.

These boots have a scaly look, as though they were made from reptile hide.

You gain a +2 competence bonus on Climb and Jump checks while wearing these boots. This is a continuous effect and requires no activation.

Once per day, you can activate *boots of dragonstriding* to gain a climb speed equal to your land speed for 10 rounds.

Prerequisites: Craft Wondrous Item, *jump, spider climb.*

Cost to Create: 750 gp, 60 XP, 2 days.

BOOTS OF JUMPING

Price (Item Level): 2,500 gp (7th)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: — and swift (command)
Weight: 2 lb.

These comfortable, black leather boots have unusually springy soles.

Boots of jumping allow you to jump exceptionally long distances. You only need to move at least 10 feet in a straight line to attempt a running jump (rather than 20 feet). This is a continuous effect and requires no activation.

In addition, *boots of jumping* have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a competence bonus on Jump checks for 1 round.

1 charge: Gain a +10 competence bonus on Jump checks.

2 charges: Gain a +15 competence bonus on Jump checks.

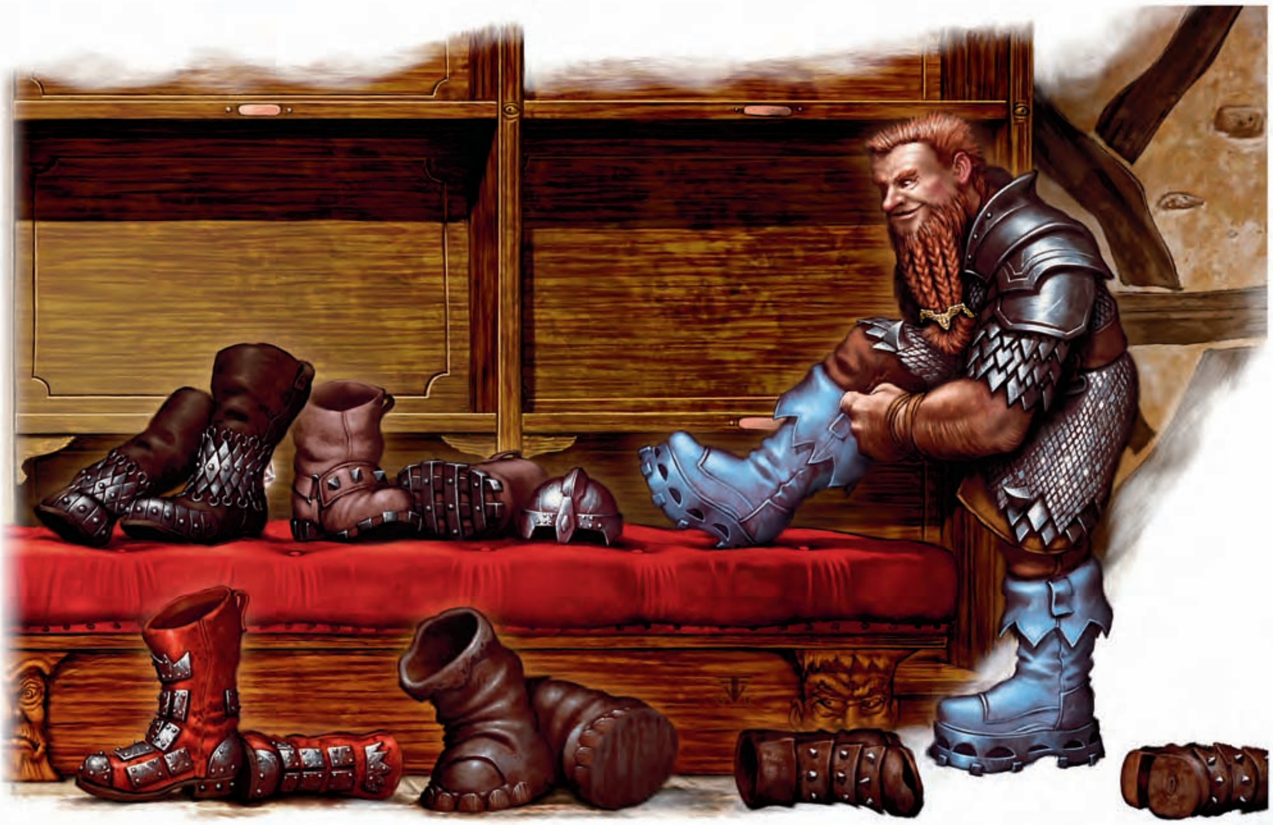
3 charges: Gain a +20 competence bonus on Jump checks.

Prerequisites: Craft Wondrous Item, *jump.*

Cost to Create: 1,250 gp, 100 XP, 3 days.

BOOTS OF LANDING

Price (Item Level): 500 gp (3rd)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: 1 lb.



Illus. by F. Vohwinkel

Tordek shops for new boots, trying out rock boots, boots of the mountain king, steadfast boots, boots of tremorsense, and boots of landing

These light blue leather boots have very thick soles. Walking in them is like dancing in clouds.

While wearing *boots of landing*, you land on your feet no matter how far you fall, and you take 2 fewer dice of damage from the fall than normal (thus, a fall of 20 feet or less deals you no damage).

Prerequisites: Craft Wondrous Item, *feather fall* or *catfall* (*EPH* 82).

Cost to Create: 250 gp, 20 XP, 1 day.

BOOTS OF THE MOUNTAIN KING

Price (Item Level): 1,500 gp (5th)
Body Slot: Feet
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: —
Weight: 1 lb.

These iron-shod red leather boots appear rugged and worn.

While wearing *boots of the mountain king*, you can move more easily than usual over rough and difficult terrain.

These boots allow you to ignore increased movement costs and skill check DC increases for light and dense rubble. In addition, you can move up stairs and slopes at normal speed and run or charge downhill without making a Balance check (*DMG* 89). These boots require no activation.

Prerequisites: Craft Wondrous Item, *freedom of movement*.

Cost to Create: 750 gp, 60 XP, 2 days.

BOOTS OF THE MOUNTAIN KING, GREATER

Price (Item Level): 21,500 gp (15th)
Activation: — and swift (command)

This rough-looking boots are made of craggy leather that resembles a rough granite cliff face, and they are shod with thick iron.

These boots function as *boots of the mountain king*. In addition, you can activate greater boots to gain the benefit of a *stoneskin* spell. This ability functions once per day.

Prerequisites: Craft Wondrous Item, *freedom of movement*, *stoneskin*.

Cost to Create: 10,750 gp, 860 XP, 22 days.

BOOTS OF SIDESTEPPING

Price (Item Level): 6,000 gp (10th)
Body Slot: Feet
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: Swift (mental)
Weight: —

These soft leather boots are adorned with a copper chain around the ankle.

Boots of sidestepping allow you to slide out of range of an enemy's attacks. When you activate the boots, you can take a 5-foot step (*PH* 144). Unlike a normal 5-foot step, you can take this action even if you have already moved during the round, and it doesn't prevent you from moving again afterward (or even taking your normal 5-foot step). For example, you could activate the boots to move 5 feet away from an adjacent monster, spend a move action to move another 20 feet away, then take a standard action.

Boots of sidestepping function three times per day.

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

BOOTS OF SKATING

Price (Item Level): 7,000 gp (11th)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 15) transmutation
Activation: —
Weight: 2 lb.

These white leather boots extend to mid-calf and lace up from toe to top. They sport two dull metal edges that slant downward from the bottom of each side.

These boots allow you to slide along the ground as if on smooth ice. You can gracefully skate along the ground, turn, or stop suddenly as desired. You gain a +10-foot enhancement bonus to your land speed while wearing the boots. This is a continuous effect and requires no activation.

Skating up an incline removes the bonus to speed, while skating down a decline increases the boots' enhancement bonus to land speed by an additional 10 feet.

Prerequisites: Craft Wondrous Item, *expeditious retreat* or *skate* (*EPH* 132).

Cost to Create: 3,500 gp, 280 XP, 7 days.

BOOTS OF STOMPING

Price (Item Level): 600 gp (3rd)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) evocation
Activation: Standard (manipulation)
Weight: 1 lb.

The thick metal soles of these dirt-brown boots are slightly wider than the vamp. Brassy metal bands run from the sides of the soles to the tops.

When you stomp your feet and activate *boots of stomping*, you generate a 15-foot-long cone-shaped burst of psychokinetic force that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the area. Creatures that fail a DC 13 Reflex save are thrown to the ground, prone, and take 1d4 points of nonlethal damage.

Boots of stomping function three times per day.

Prerequisites: Craft Wondrous Item, *sonic blast* (*SC* 195) or *stomp* (*EPH* 133).

Cost to Create: 300 gp, 24 XP, 1 day.

BOOTS OF SWIFT PASSAGE

Price (Item Level): 5,000 gp (9th)
Body Slot: Feet
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: Move (command)
Weight: 1 lb.

These comfortable high boots are made from deep red leather with brilliant copper-colored leather soles.

When activated, *boots of swift passage* teleport you up to 20 feet in any direction (with no chance of error).

You must have line of sight and line of effect to your destination to use the boots. You can't use the boots to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the boots' activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

Boots of swift passage function five times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

BOOTS OF TEMPORAL ACCELERATION

Price (Item Level): 43,000 gp (17th)
Body Slot: Feet
Caster Level: 17th
Aura: Strong; (DC 23) conjuration
Activation: Swift (command)
Weight: 1 lb.

These dark leather boots feature a small image of a sundial sewn into each side. When worn, they pulse slightly once every second.

Once per day, you can enter another time frame for 2 rounds, speeding up so greatly that all other creatures seem frozen, though they are actually moving at normal speed. Other creatures are normally immune to your attacks, powers, or spells, but if you create an area effect that lasts longer than 2 rounds, that effect applies normally once the duration of the item's effect expires.

While under the effect of the boots, you cannot enter an area protected by an *antimagic field*, *null psionics field*, or by a spell or power that neutralizes 9th-level spells or powers. Normal and magical fire, cold, acid, and the like can still harm you. Except as described here, this effect functions as a *time stop* spell.

When the duration expires, you resume acting during your current turn in normal time, but you are shaken for 1 round.

Splintered or partitioned minds within your own mind, such as might be in effect through the use of psionic powers such as *schism*, are not temporally sped up, even if your second mind manifested this power. Your primary mind gains the benefit, while your second mind remains stuck in the standard time frame.

Prerequisites: Craft Wondrous Item, *time stop* or *temporal acceleration* (*EPH* 136).

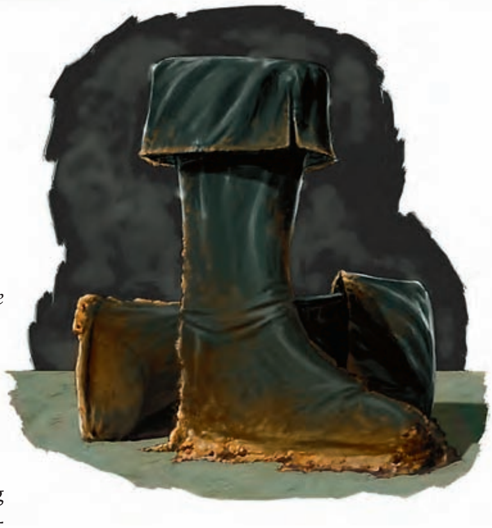
Cost to Create: 21,500 gp, 1,720 XP, 43 days.

BOOTS OF TRACKLESSNESS

Price (Item Level): 11,000 gp (13th)
Body Slot: Feet
Caster Level: 7th
Aura: Moderate; (DC 18) illusion
Activation: — and standard (mental)
Weight: 1 lb.

These pale green boots are slim and elegant, with perfectly smooth soles.

When you wear these boots, you leave no tracks (as if affected by *pass without trace*). This is a continuous effect and requires no activation.



Boots of the unending journey

Illus. by B. Hagan

Once per day, you can activate the boots to become invisible (as *greater invisibility*) for 7 rounds.

Prerequisites: Craft Wondrous Item, *greater invisibility, pass without trace.*

Cost to Create: 5,500 gp, 440 XP, 11 days.

BOOTS OF TREMORSENSE

Price (Item Level): 5,000 gp (9th)
Body Slot: Feet
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: 1 lb.

The soles of these black boots are unusually wide and their shape strangely cylindrical, like the feet of an elephant.

When you activate *boots of tremorsense*, you gain tremorsense out to 30 feet for 5 rounds. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *tremorsense.*

Cost to Create: 2,500 gp, 200 XP, 5 days.

BOOTS OF THE UNENDING JOURNEY [RELIC]

Price (Item Level): 4,000 gp (8th)
Body Slot: Feet
Caster Level: 20th
Aura: Strong; (DC 25) conjuration
Activation: —
Weight: 1 lb.

These serviceable black leather boots always seem to bear the dust of the road, regardless of your efforts to clean them.

Travel is a way of life for the followers of Fharlanghn, and these boots give his chosen followers a spring in their step. While wearing *boots of the unending journey*, you gain a +10-foot enhancement bonus to your speed if you are neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil. This is a continuous effect and requires no activation.

Relic Power: If you have established the proper divine connection, you are constantly under a *pass without trace* effect. *Boots of the unending journey* also render you immune to the effects of fatigue and exhaustion. These are continuous effects and require no activation.

To use the relic power, you must worship Fharlanghn and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD.

Lore: The first pair of these boots was made by an adventurer who had grown too old to travel without magical aid. When she died, the boots were offered to the god Fharlanghn, who wore them himself in his earthly travels. It is said that once per century, Fharlanghn gives his pair of *boots of the unending journey* to a fellow traveler, then endows an ordinary cobbler with the power to make him a new pair (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *restoration, pass without trace.*

Cost to Create: 2,000 gp, 160 XP, 4 days.

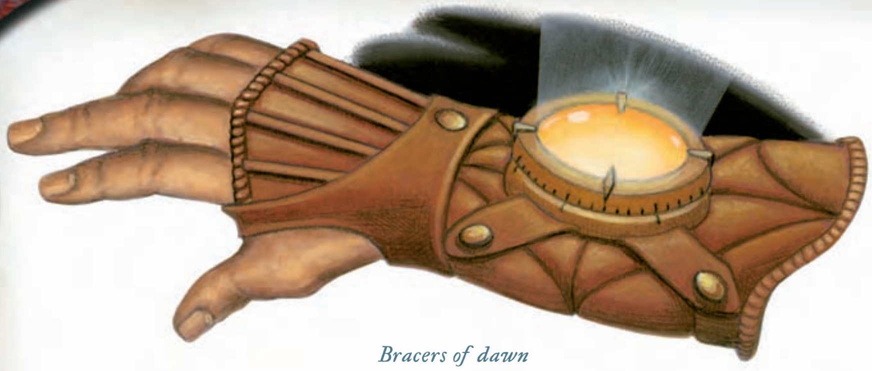
BRACERS OF ACCURACY

Price (Item Level): 4,000 gp (8th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: Swift (mental)
Weight: 1 lb.

Each of these bronze bracers is engraved with an image of an open eye.

Wearing *bracers of accuracy* allows you to make ranged attacks with extreme precision. The bracers have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants a benefit to all ranged attacks you make before the end of your turn.

1 charge: Ignore AC bonus from cover (except total cover) for all targets.



Bracers of dawn

Illus. by D. Martin

2 charges: Ignore miss chance from concealment (except total concealment), including miss chances from effects such as *blur* or *displacement* (but not incorporeality), for all targets.

3 charges: Ignore both cover and concealment (as previous entries) for all targets.

Prerequisites: Craft Wondrous Item, *clairaudience/clairvoyance*.

Cost to Create: 2,000 gp, 160 XP, 4 days.

BRACERS OF ARCANE FREEDOM

Price (Item Level): 2,300 gp (6th)
Body Slot: Arms
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: Swift (command)
Weight: 1/2 lb.

These ornate blue leather armbands are stitched with depictions of golden eagles in flight.

Bracers of arcane freedom allow you to cast arcane spells without the normal complex gestures required. When you activate these bracers, you omit the somatic component of the next arcane spell you cast before the end of your turn (as if applying the Still Spell feat to it, but without altering the spell's level or casting time).

This effect functions two times per day.

Prerequisites: Craft Wondrous Item, *freedom of movement*.

Cost to Create: 1,150 gp, 92 XP, 3 days.

BRACERS OF THE BLAST BARRIER

Price (Item Level): 3,200 gp (8th)
Body Slot: Arms
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: Swift (command)
Weight: 1 lb.

These silver and red bracers are set with round, jet-black stones.

Bracers of the blast barrier allow you to turn a spell or spell-like ability into a temporary wall of magical energy. When you activate these bracers, the next spell you cast or spell-like ability you use before the end of your turn instead appears as a 10-foot-long, 10-foot-high opaque wall that lasts for 1 round per level of the spell. One end of the wall must be placed at any corner of your space, and the wall can extend in any direction. The wall must be continuous and unbroken when created. If its surface is broken by any object or creature, the wall fails to form and the spell and activation are lost.

Any creature passing through the wall takes damage equal to that normally dealt by the spell or spell-like ability (with a minimum of 1 point per level of the spell or spell-like ability). A successful Reflex save (using the normal save DC for a spell of that level cast by you) halves this damage.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *wall of fire*.

Cost to Create: 1,600 gp, 128 XP, 4 days.

BRACERS OF DAWN

Price (Item Level): 26,000 gp (16th)
Body Slot: Arms
Caster Level: 6th
Aura: Moderate; (DC 18) evocation
Activation: Move (manipulation) and standard (manipulation)
Weight: 1 lb.

These leather bracers are set with brass studs. One of the pair also features a lens-and-dial contraption.

When you turn the dial to the left, both bracers appear normal. When you turn the dial to the middle position, a beam of light emerges from the lens, illuminating your surroundings as a bullseye lantern would. Turning the dial to the left or back to the middle is a move action.

Four times per day, you can turn the dial to the right position as a standard action and aim the lens at a target, unleashing a *searing light* effect (as the spell). The dial automatically returns to the middle position after each use of this ability.

Even though only one bracer is equipped with the lens-and-dial apparatus, both must be worn for the magic to be effective.

Prerequisites: Craft Wondrous Item, *searing light*.

Cost to Create: 13,000 gp, 1,040 XP, 26 days.

BRACERS OF THE ENTANGLING BLAST

Price (Item Level): 2,000 gp (6th)
Body Slot: Arms
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: Swift (command)
Weight: 1 lb.

Each of these jet black bracers is set with an oval of tiny, ruby-red stones.

Bracers of the entangling blast allow you to reduce the damage dealt by your magic to ensnare those affected by it. When you activate these bracers, the next spell you cast or spell-like ability you use deals only half its normal damage; however, any creature damaged by the spell becomes entangled for 1d3 rounds, taking an additional 1 point of damage per level of the spell each round on your turn. This damage is of the same type as normally dealt by the spell (or your choice if the spell deals more than one type of damage). These bracers have no effect on a spell or spell-like ability that doesn't deal damage.

This ability function three times per day.

Prerequisites: Craft Wondrous Item, *web*.

Cost to Create: 1,000 gp, 100 XP, 2 days.

BRACERS OF GREAT COLLISION

Price (Item Level): 1,500 gp (5th)
Body Slot: Arms
Caster Level: 5th
Aura: Moderate; (DC 17) transmutation
Activation: Free (command)
Weight: —

These thick platinum armbands are etched with a pattern of crossed hammers.

Bracers of great collision allow you to deliver particularly crushing attacks with bludgeoning weapons. When you score a successful critical hit with a bludgeoning melee weapon, you can activate the bracers to deal an extra 2d6 points of damage with that attack (or 3d6 points of damage if you wield the weapon with two hands). You must activate the bracers before you roll damage for the critical hit.

Bracers of great collision function two times per day.

Prerequisites: Craft Wondrous Item, *greater magic weapon, keen edge.*

Cost to Create: 750 gp, 60 XP, 2 days.

BRACERS OF OPPORTUNITY

Price (Item Level): 2,300 gp (6th)
Body Slot: Arms
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: — and immediate (mental)
Weight: 1/2 lb.

These matching leather wristbands feel light but strong.

Bracers of opportunity allow you to take advantage of opponents who let down their defenses.

If you have the Combat Reflexes feat, you gain a +2 competence bonus on any attack of opportunity you make (whether the attack of opportunity is granted by the bracers or not). This is a continuous effect and requires no activation.

When you activate these bracers, you can take an attack of opportunity granted to you by an opponent, even if you have already reached your normal limit of attacks of opportunity in the round. This ability functions two times per day.

Prerequisites: Craft Wondrous Item, Combat Reflexes, *cat's grace.*

Cost to Create: 1,150 gp, 92 XP, 3 days.

BRACERS OF QUICK STRIKE

Price (Item Level): 1,400 gp (5th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: 1 lb.

Each of these mithral bracers bears an image of a needle-sharp dagger.

When you activate *bracers of quick strike*, you can make one extra attack with any weapon you are holding if you already made a full attack on this turn. This attack is made at your full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with any other effect that grants you an extra attack when making a full attack, such as the Rapid Shot feat, a speed weapon, or the *haste* spell.

Bracers of quick strike function once per day.

You must wear *bracers of quick strike* for 24 hours before you can access their abilities. If you take them off, they become inactive until worn for an additional 24 hours.

Prerequisites: Craft Wondrous Item, *haste.*

Cost to Create: 700 gp, 56 XP, 2 days.

BRACERS OF REPULSION

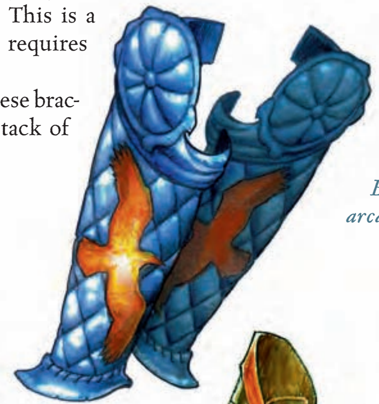
Price (Item Level): 4,000 gp (8th)
Body Slot: Arms
Caster Level: 11th
Aura: Moderate; (DC 20) evocation
Activation: Swift (command)
Weight: —

Each of these steel bracers bears an oval of smoky quartz carved with the image of an upraised hand.

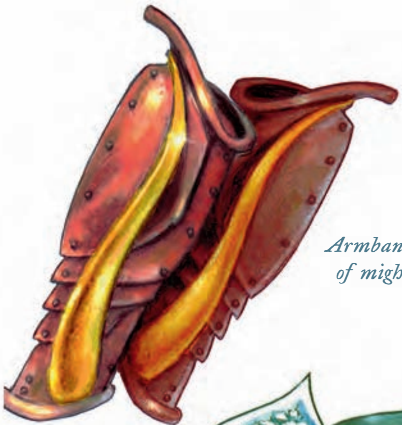
Bracers of repulsion produce an instantaneous wave of force that pushes back enemies. When you activate the bracers, all enemies within 10 feet must succeed on a DC 19 Fortitude save or be pushed 5 feet away from you. Huge and larger creatures are unaffected by *bracers of repulsion*, though incorporeal creatures can be affected.

This ability functions three times per day.

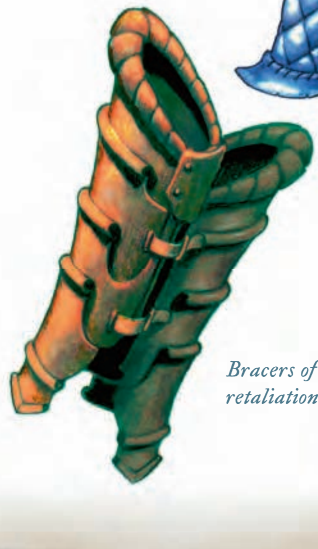
Illus. by D. Martin



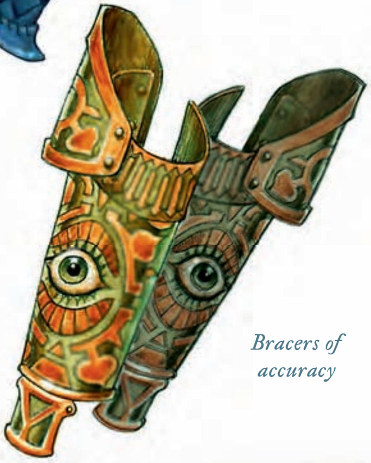
Bracers of arcane freedom



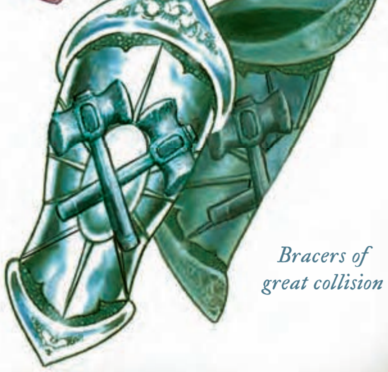
Armbands of might



Bracers of retaliation



Bracers of accuracy



Bracers of great collision

Prerequisites: Craft Wondrous Item, *Bigby's forceful hand.*

Cost to Create: 2,000 gp, 160 XP, 4 days.

BRACERS OF RETALIATION

Price (Item Level): 5,000 gp (9th)
Body Slot: Arms
Caster Level: 3rd
Aura: Faint; (DC 16) enchantment
Activation: — and immediate (command)
Weight: 1 lb.

These hard leather armguards look sturdy, yet flexible.

Bracers of retaliation protect you from attacks and punish attackers for injuring you. They grant you a +1 armor bonus to AC (as *bracers of armor*). This is a continuous effect and requires no activation.

In addition, when you are dealt damage by a melee attack, you can activate the bracers and sacrifice an arcane spell or spell slot of 1st level or higher to daze your attacker for 1 round. A successful Will save (DC 10 + the level of the spell sacrificed) negates this effect. This effect functions three times per day.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *daze monster, mage armor.*

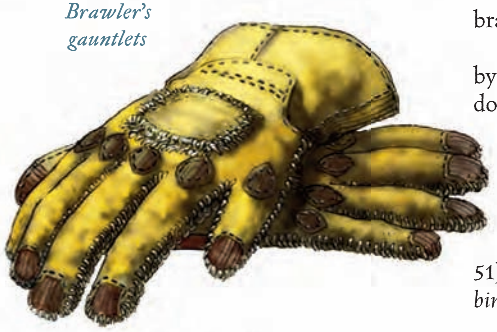
Cost to Create: 2,500 gp, 200 XP, 5 days.

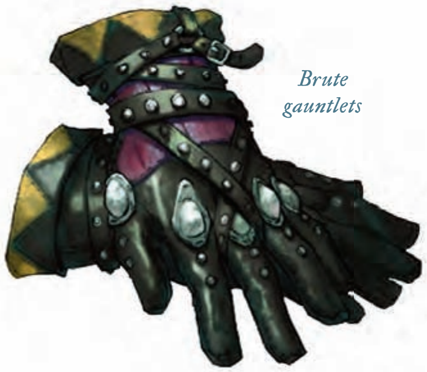
BRACERS OF WIND

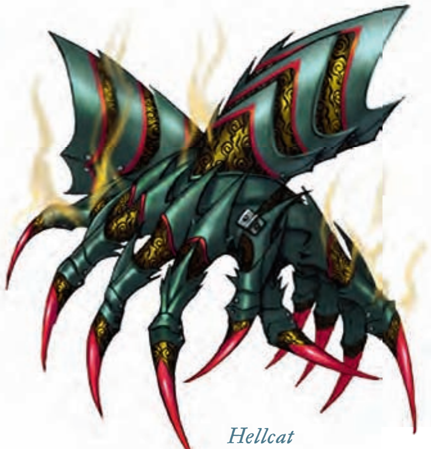
Price (Item Level): 10,000 gp (12th)
Body Slot: Arms
Caster Level: 11th
Aura: Moderate; (DC 20) conjuration
Activation: Standard (command)
Weight: 1 lb.

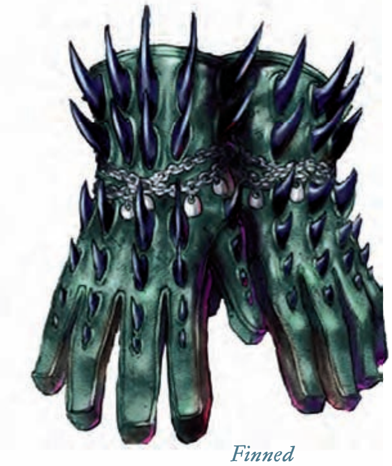
These bracers consist of silver plates that can be attached to a person's forearms by ornate leather straps. An etching on their surface echoes the swirls within crystal shards set just above the wrists.

Bracers of wind continuously emit a faint breeze, occasionally billowing your cloak or hair. Upon their activation, the winds around you swell and surge, imposing a –2 penalty on ranged attacks made against you, as if fired in a strong wind (*DMG* 95). Siege weapons, thrown boulders, and the like are unaffected. This effect does not stack if the wind in the area is already strong or greater. In addition, when you use a ranged weapon, you gain a +1 competence bonus on the attack roll. These effects function continuously while the bracers are activated.


Brawler's gauntlets


Brute gauntlets


Hellcat gauntlets


Finned gauntlets

Illus. by J. Zhang

You can suppress the winds about you by uttering "calm" in Auran, although doing so also suppresses the benefits the bracers bestow. You can reactivate the bracers by saying "zephyr" while focusing on the etchings of the silver plates.

Prerequisites: Bind Elemental (*ECS* 51) or Craft Wondrous Item, *planar binding.*

Cost to Create: 5,000 gp, 400 XP, 10 days.

BRAWLER'S GAUNTLETS

Price (Item Level): 1,000 gp (4th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: 2 lb.

The iron links and leather grips of these gauntlets are rough and worn from hard use.

Wrestlers and priests of the brawler god Kord prize these gauntlets. When activated, for 1 round, they grant you a +2 bonus on grapple checks and damage rolls when making unarmed attacks.

Brawler's gauntlets function three times per day.

Prerequisites: Craft Wondrous Item, *bull's strength.*

Cost to Create: 500 gp, 40 XP, 1 day.

BROOCH OF AVOIDANCE

Price (Item Level): 3,100 gp (8th)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (mental)
Weight: —

This brooch features a square, pale green crystal in a plain gold setting.

A *brooch of avoidance* allows you to better escape attacks of opportunity. When activated, it grants you a +4 dodge bonus against attacks of opportunity until the end of your turn.

A *brooch of avoidance* functions three times per day.

Prerequisites: Craft Wondrous Item, *cat's grace.*

Cost to Create: 1,550 gp, 124 XP, 4 days.

BROOCH OF STABILITY

Price (Item Level): 1,000 gp (4th)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: —
Weight: —

This runed silver brooch shows signs of considerable use.

This brooch is useful in dangerous battles. When your hit points are reduced to –1 or lower, you automatically become stable (assuming the damage wasn't enough to kill you).

A *brooch of stability* functions once per day.

Prerequisites: Craft Wondrous Item, *cure light wounds.*

Cost to Create: 275 gp, 22 XP, 1 day.

BRUTE GAUNTLETS

Price (Item Level): 500 gp (3rd)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: —

This pair of heavy black leather gauntlets is set with metal studs.

Brute gauntlets allow you to temporarily increase your physical might. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a morale bonus on Strength checks, Strength-based skill checks, and melee weapon damage for 1 round.

1 charge: +2 morale bonus.
2 charges: +3 morale bonus.
3 charges: +4 morale bonus.

Prerequisites: Craft Wondrous Item, *bull's strength.*

Cost to Create: 250 gp, 20 XP, 1 day.

BRUTE RING

Price (Item Level): 2,300 gp (6th)
Body Slot: Ring
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: Standard (command)
Weight: —

This silver ring is set with a sapphire carved in the form of a crude fist.

A *brute ring* allows you to push another creature away from you with pure force. When you activate the ring, a blast of force issues forth, making a bull rush attack against a single creature up to 30 feet from you. You can use either the ring's check modifer (+5) or your own bull rush check modifier, whichever is higher. As a force effect, this ability affects incorporeal creatures.

A *brute ring* functions two times per day.

Prerequisites: Forge Ring, *telekinesis.*

Cost to Create: 1,150 gp, 92 XP, 3 days.

BURNOOSE OF 1,001 THORNS

Price (Item Level): 3,000 gp (7th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: — and swift (command)
Weight: 2 lb.

Thousands of strange pores cover this robe of thick green cloth, making it look like the parched skin of some desert plant.

A *burnoose of 1,001 thorns* grants you a +1 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0.)

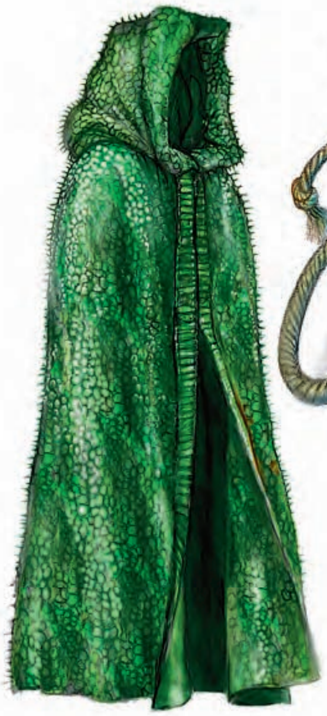
You also gain a +4 bonus on saves to resist becoming dehydrated from heat or exposure (but gain no protection from desiccation damage, such as a *horrid wilting* spell, or spells that cause you to become dehydrated). This is a continuous effect and requires no activation.

When activated, a burnoose sprouts hundreds of sharp thorns, which last for 5 rounds. Any creature that strikes you with a natural weapon or makes a grapple check against you (except to escape your grapple or pin) takes 1d6 points of piercing damage from the needles.

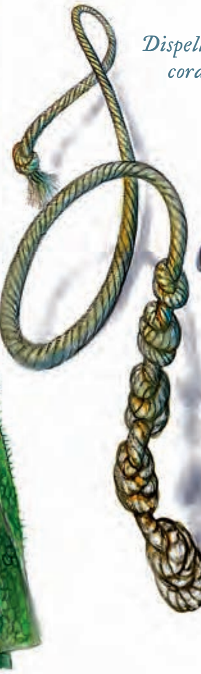
This ability functions once per day.

Prerequisites: Craft Wondrous Item, *skin of the cactus* (Snd 120).

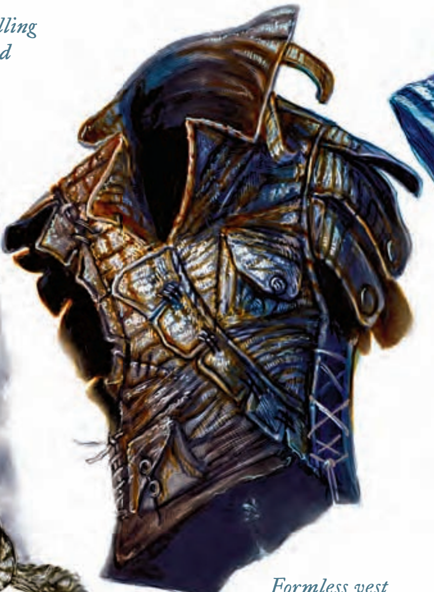
Cost to Create: 1,500 gp, 120 XP, 3 days.



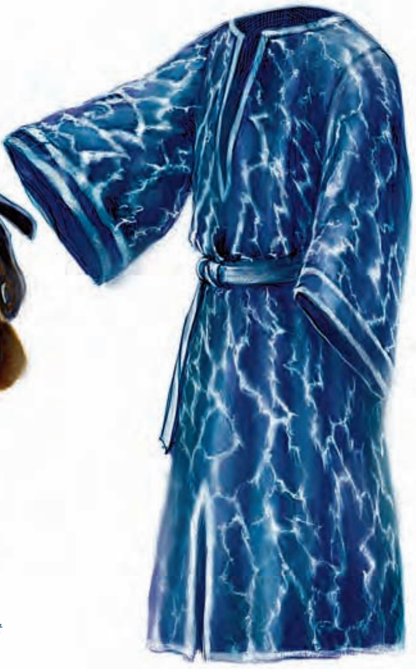
Burnoose of 1,001 thorns



Dispelling cord



Formless vest



Lightning tunic

Illus. by E. Cox

Illus. by B. Hagan

CADUCEUS BRACERS

Price (Item Level): 2,000 gp (6th)
Body Slot: Arms
Caster Level: 12th
Aura: Strong; (DC 21) conjuration
Activation: —
Weight: 1 lb.

These lightweight silver bracers depict a pair of intertwined, snakelike shapes.

Caduceus bracers allow you to convert your innate healing powers into other forms of restorative magic. By sacrificing 5 points of healing (derived from lay on hands, wholeness of body, or any similar ability that measures your ability to heal as a daily limit of points), you can remove 1 point of ability damage or remove the dazed, fatigued, or sickened condition from one creature.

Using these bracers in this manner follows all the normal limitations of your healing ability. For example, a paladin using *caduceus bracers* must touch the target to be affected (just as with lay on hands), while a monk wearing these bracers can affect only herself (since she can't use wholeness of body on another creature).

You can spend extra points for cumulative effect, For example, you could spend 15 points of healing to remove both the fatigued condition and 2 points of ability damage.

You can also combine normal healing with the bracers' effect. For instance, you could spend 25 points to produce the effects in the previous example and heal 10 points of damage as well.

Prerequisites: Craft Wondrous Item, *lesser restoration*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

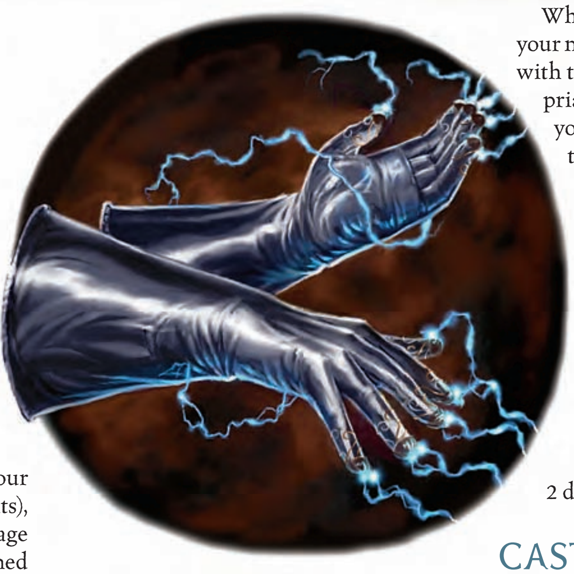
CANNITH GOGGLES

Price (Item Level): 13,000 gp (13th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: — and 10 minutes; see text
Weight: 1/2 lb.

These light orange, round, translucent lenses are mounted within a flexible metal frame that has a soft leather strap with a clasp at the back.

Cannith goggles grant a +5 competence bonus on Search and Spot checks. This is a continuous effect and requires no activation.

In addition, an artificer (*ECS* 29) can power the goggles with infusions, granting them greater power. Using an infusion to power *Cannith goggles* requires 10 minutes and the expenditure of an infusion of the appropriate level. An infusion powers the goggles for 24 hours.



Casting gloves

Cannith goggles powered with a 1st-level infusion grant low-light vision. Powering them with a 2nd-level infusion grants the wearer low-light vision and darkvision out to 60 feet. If powered with a 3rd-level infusion, the goggles provide low-light vision and darkvision out to 120 feet.

Lore: The artificers of a powerful noble family called House Cannith were tasked to find a way to enhance human vision, and the results of their research are *Cannith goggles* (Knowledge [history] DC 20).

Prerequisites: Craft Wondrous Item, *hardening* (*ECS* 112).

Cost to Create: 6,500 gp, 520 XP, 13 days.

CAPE OF THE VIPER

Price (Item Level): 2,000 gp (6th)
Body Slot: Shoulders
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: Swift (command)
Weight: 1 lb.

This viridian cape is shot with threads of greenish metal.

A *cape of the viper* allows you to transform into a poisonous serpent. The cape has 3 charges, which are renewed each day at dawn. Spending 1 or more charges transforms you into a viper for 7 rounds.

1 charge: Small viper.
2 charges: Medium viper.
3 charges: Large viper; add +2 to the save DC of your bite's poison.

While in viper form, you replace all your normal statistics and special abilities with those of a typical viper of the appropriate size, except for your alignment, your hit points, your Hit Dice (for the purpose of adjudicating effects based on HD), and your ability to understand (but not speak) the languages you normally understand. Any gear worn or carried melds into the new form and becomes nonfunctional. Treat this as a polymorph effect, as defined on page 95 of *Player's Handbook II*.

Prerequisites: Craft Wondrous Item, ability to wild shape.

Cost to Create: 1,000 gp, 80 XP, 2 days.

CASTING GLOVE

Price (Item Level): 20,000 gp (15th)
Body Slot: Hands
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: Free (manipulation); see text
Weight: —

This seamless black leather glove has small silver and gold runes around the tip of each finger.

A *casting glove* allows you to store an item and make use of it without first retrieving it. It functions as a *glove of storing* (*DMG* 257), allowing you to store or retrieve a single item within it as a free action.

In addition, once per round while wearing a *casting glove*, you can activate or consume a stored magic item as if you were holding it in your hand. The activation and all effects function just as normal for the item, and the activation requires the same type of action.

Prerequisites: Craft Wondrous Item, *shrink item*.

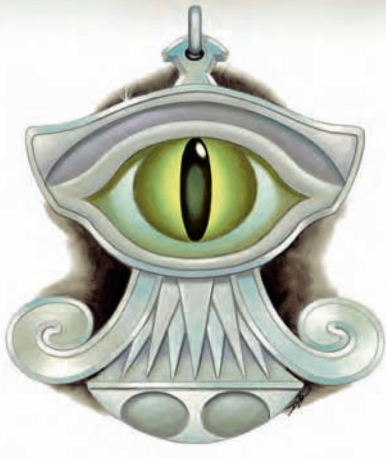
Cost to Create: 10,000 gp, 800 XP, 20 days.

CAT'S-EYE BROOCH

Price (Item Level): 9,000 gp (12th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: —
Weight: —

This silver brooch holds a green chrysoberyl at its center, slitted with a black streak like a living cat's eye.

A *cat's-eye brooch* provides you with a +1 luck bonus on all saving throws and an



Cat's-eye brooch

additional +4 bonus on saving throws against disease.

Prerequisites: Craft Wondrous Item, *resistance, remove disease.*

Cost to Create: 4,500 gp, 360 XP, 9 days.

CHARM OF COUNTERSONG

Price (Item Level): 400 gp (2nd)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: —

This small silver charm depicts lines of parallel musical notes.

This small charm, usually pinned to the front of your shirt or tunic, allows you to use countersong to interrupt a sonic attack. Once per day, you can activate your countersong bardic music ability as an immediate action.

Prerequisites: Craft Wondrous Item, Perform 6 ranks, countersong.

Cost to Create: 200 gp, 16 XP, 1 day.

CHASUBLE OF FELL POWER

Price (Item Level): 8,000 gp (11th)
Body Slot: Throat
Caster Level: 6th
Aura: Moderate; (DC 18) evocation
Activation: —
Weight: —

This long strip of scarlet cloth is embroidered with arcane sigils and mystic designs.

While wearing a *chasuble of fell power,* your *eldritch blasts* (CAr 7) or spells you cast that have the chaotic descriptor deal an extra 1d6 points of damage. Only a chaotic spell that deals hit point damage can benefit from this effect.

Prerequisites: Craft Wondrous Item, *chaos hammer* or *eldritch blast.*

Cost to Create: 4,000 gp, 320 XP, 8 days.

CHASUBLE OF FELL POWER, GREATER

Price (Item Level): 18,000 gp (14th)
Caster Level: 9th
Aura: Moderate; (DC 19) evocation

Arcane runes seem to drift slowly across this scarlet strip of cloth.

As a *chasuble of fell power,* except the greater chasuble adds an extra 2d6 points of damage to your *eldritch blasts* or damaging spells you cast that have the chaotic descriptor.

Prerequisites: Craft Wondrous Item, *chaos hammer* or *eldritch blast.*

Cost to Create: 9,000 gp, 720 XP, 18 days.

CHRONOCHARM

A chronocharm occupies the throat body slot, but it can be worn simultaneously with any number of other chronocharms, which all function normally. However, you can't wear more than one of the same chronocharm.

You must wear a chronocharm for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

Chronocharm of the Celestial Wanderer

Price (Item Level): 500 gp (3rd)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Immediate (mental)
Weight: —

This charm resembles an ebony starburst.

A *chronocharm of the celestial wanderer* slows your perception of time, allowing you a second chance to recognize potential danger. When you activate this chronocharm, you can immediately reroll a single Listen or Spot check that you just attempted. The result of the second roll replaces the first result.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *hawkeye* (SC 110).

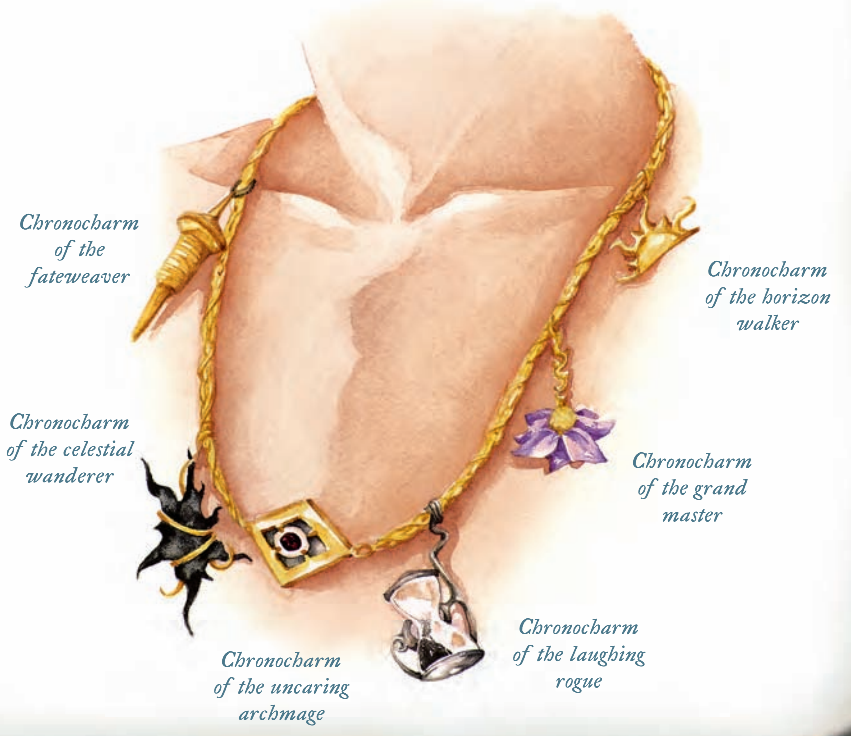
Cost to Create: 250 gp, 20 XP, 1 day.

Chronocharm of the Fateweaver

Price (Item Level): 500 gp (3rd)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Immediate (mental)
Weight: —

This tiny golden spindle dangles from a thin chain of gray steel.

Illus. by D. Martin & B. Trott


Chronocharm of the fateweaver
Chronocharm of the horizon walker
Chronocharm of the celestial wanderer
Chronocharm of the grand master
Chronocharm of the laughing rogue
Chronocharm of the uncaring archmage

A *chronocharm of the fateweaver* slows your perception of time, letting you avoid an ill-advised step. When you activate this chronocharm, you can immediately reroll a single Balance, Climb, or Tumble check that you just attempted. The result of the second roll replaces the first result.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *cat's grace*.

Cost to Create: 250 gp, 20 XP, 1 day.

Chronocharm of the Grand Master

Price (Item Level): 500 gp (3rd)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Immediate (mental)
Weight: —

This tiny, hollow glass flower dangles from a slim golden chain.

A *chronocharm of the grand master* slows your perception of time, allowing you to better dodge an incoming ranged attack. When it is activated, you gain a +5 dodge bonus to your AC against a single ranged attack.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *cat's grace*.

Cost to Create: 250 gp, 20 XP, 1 day.

Chronocharm of the Horizon Walker

Price (Item Level): 500 gp (3rd)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: —

This charm shows a rising sun half-obscured by the horizon.

Like other chronocharms, this item slows your perception of time for a specific, singular purpose. When you activate a *chronocharm of the horizon walker*, you can move up to half your speed as part of the same swift action used to activate it; this movement does not provoke attacks of opportunity. When determining the distance you can move, round down to the nearest 5-foot increment.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *expeditious retreat*.

Cost to Create: 250 gp, 20 XP, 1 day.

Chronocharm of the Laughing Rogue

Price (Item Level): 500 gp (3rd)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Immediate (mental)
Weight: —

This miniature hourglass hangs on a thin silver chain. As the sand runs from one bulb to the other, it turns from black to white.

First imagined by skilled temple raiders devoted to Olidammara, the god of rogues, *chronocharms of the laughing rogue* have found their way into the toolboxes of thieves of all stripes. When you activate this chronocharm, you can immediately reroll a single Disable Device skill check that you just attempted. You can activate this item after the success or failure of the first roll has been determined (even if your failure resulted in accidentally setting off a trap), but before any ramifications of that roll have been applied. The result of the second roll replaces the first result.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 250 gp, 20 XP, 1 day.

Chronocharm of the Uncaring Archmage

Price (Item Level): 500 gp (3rd)
Body Slot: Throat
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Swift (command)
Weight: —

A bloodstone eye stares forth from this pentagonal trinket.

A *chronocharm of the uncaring archmage* alters your perception of time, allowing you to cast a single spell more quickly. When it is activated, the next spell of 3rd level or lower you cast that has a casting time of 1 full round can be cast as a standard action instead. If you don't cast such a spell by the end of your turn, the effect fades.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, Quicken Spell.

Cost to Create: 250 gp, 20 XP, 1 day.

CIRCLET OF MAGES

Price (Item Level): 5,000 gp (9th)
Body Slot: Head
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: — and free (command)
Weight: —

This leather circlet has a silver headpiece showing crescent moons on either side of a seven-pointed star.

A *circlet of mages* grants you a +2 competence bonus on Concentration checks. This is a continuous effect and requires no activation.

In addition, this circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges when you cast a spell allows you to avoid losing that prepared spell or spell slot (as if you hadn't cast it).

1 charge: Retain a spell of up to 1st level.

2 charges: Retain a spell of up to 2nd level.

3 charges: Retain a spell of up to 3rd level.

Prerequisites: Craft Wondrous Item, *Rary's mnemonic enhancer*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

CIRCLET OF RAPID CASTING

Price (Item Level): 15,000 gp (14th)
Body Slot: Head
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: Swift (command)
Weight: —

This golden circlet is engraved with dozens of different symbols and runes.

A *circlet of rapid casting* allows you to cast a small number of spells each day more quickly. This circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to cast a single spell as part of the same swift action you used to activate the circlet. This spell must be one that normally has a casting time of no longer than 1 standard action. Doing this expends the prepared spell or spell slot as if you had cast the spell normally.

1 charge: Cast a single spell of up to 2nd level.

2 charges: Cast a single spell of up to 3rd level.

3 charges: Cast a single spell of up to 4th level.

Prerequisites: Craft Wondrous Item, Quicken Spell.

Cost to Create: 7,500 gp, 600 XP, 15 days.

CIRCLET OF SOLACE

Price (Item Level): 3,000 gp (7th)
Body Slot: Head
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration
Activation: Swift (command)
Weight: —

The circlet is made of delicate ivory threads interwoven with silver bands covered in runes of healing.

A *circlet of solace* allows you to bolster your healing spells. After activating the circlet, the next healing spell you cast on a living ally before the end of your turn also grants that creature a +5 morale bonus on saves against disease, fear, and poison for 1 minute. If the spell affects multiple creatures, only one (your choice) gains the circlet's benefit.

A *circlet of solace* functions three times per day.

Prerequisites: Craft Wondrous Item, *delay poison*, *remove fear*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

CIRCLET OF WILD SURGING

Price (Item Level): 4,200 gp (9th)
Body Slot: Head
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: Free (command)
Weight: 1 lb.

This thin, platinum circlet depicts blasts of wild energy across its surface.

A *circlet of wild surging* allows you to enhance your emotional state to make your wild surges more powerful. When you use wild surge while manifesting a power, you can activate the circlet to increase the bonus to your manifester level by 1. The increased wild surge still requires the normal extra power point cost normally required to augment the power. This also increases your chance of psychic enervation by 5% and increases the duration of your surging euphoria by 1 round (if you have that class feature).

A *circlet of wild surging* functions three times per day, but won't function in consecutive rounds.

Prerequisites: Craft Wondrous Item, wild surge.

Cost to Create: 2,100 gp, 168 XP, 5 days.

CLOAK OF BATTLE

Price (Item Level): 22,000 gp (15th)
Body Slot: Shoulders
Caster Level: 14th
Aura: Strong; (DC 22) transmutation
Activation: — and standard (command)
Weight: 1 lb.

Thousands of thin, silvery chain links make up this long cloak.

A *cloak of battle* grants you a +4 armor bonus to AC. This is a continuous effect and requires no activation. The cloak also has two other abilities tied to unique command words.

The first command transforms the cloak into an iron *+1/+1 quarterstaff* that leaps into your hands (or falls at your feet if you don't have an open hand). The same command transforms the staff back into a cloak, returning it to your shoulders.

The second command allows the cloak to make a disarm attempt against an adjacent opponent (using your base attack bonus and size modifier, and with a +4 bonus on the roll). This attempt does not provoke attacks of opportunity. If the disarm attempt succeeds, the cloak can fling the weapon up to 10 feet in any direction. (The disarmed weapon can't be thrown at a creature as an attack.) If the disarm attempt fails, you can't be disarmed in return. This ability can be used three times per day.

Prerequisites: Craft Wondrous Item, *cat's grace*, *mage armor*, *magic weapon*.

Cost to Create: 11,000 gp, 880 XP, 22 days.

CLOAK OF ELEMENTAL PROTECTION

Price (Item Level): 1,000 gp (4th)
Body Slot: Shoulders
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration
Activation: Immediate (command)
Weight: 1 lb.

This white cloak is embroidered with runes representing the five energy types in metallic thread.

When you activate a *cloak of elemental protection*, you gain resistance 10 against a single energy type of your choice (acid, cold, electricity, fire, or sonic). This protection lasts until the start of your next turn.

A *cloak of elemental protection* functions once per day. You must wear a *cloak of elemental protection* for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

Prerequisites: Craft Wondrous Item, *resist energy*.

Cost to Create: 500 gp, 40 XP, 1 day.

CLOAK OF PREDATORY VIGOR

Price (Item Level): 1,400 gp (5th)
Body Slot: Shoulders
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: Swift (mental)
Weight: 2 lb.

This leopardskin cloak appears comfortable, yet protective.

A *cloak of predatory vigor* helps you channel the power of your combat frenzy into rejuvenating energy. While in a rage or frenzy, you can activate this cloak to heal damage to yourself equal to your Hit Dice.

This effect functions two times per day.

Prerequisites: Craft Wondrous Item, *cure moderate wounds*.

Cost to Create: 700 gp, 56 XP, 2 days.

CLOAK OF QUILLS

Price (Item Level): 2,500 gp (7th)
Body Slot: Shoulders
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Free (command)
Weight: 1 lb.

Thousands of small quills cover the exterior of this thick, high-collared leather cloak. While most of the quills are little more than the length of a porcupine's, several on the shoulders and back are nearly 2 feet long.

While grappling, each time you roll a grapple check (other than the initial check to enter or resist the grapple), you can activate your *cloak of quills*. Doing this lodges quills in your opponent, dealing 1d6 points of damage to each other creature in the grapple (Reflex DC 16 negates).

This ability functions five times per day.

Prerequisites: Craft Wondrous Item, *quillfire* (SC 164).

Cost to Create: 1,250 gp, 100 XP, 3 days.

Illus. by S. Tappin

CLOAK OF THE SALAMANDER

Price (Item Level): 6,000 (10th)
Body Slot: Shoulders
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: Immediate (command)
Weight: 1 lb.

This red-hued cloak is made from the scales of a reptilian creature and feels warm to the touch. When donned, it erupts in flame, which dances continuously over its surface.

A *cloak of the salamander* deals fire damage to those who strike you in melee with natural weapons or nonreach manufactured weapons. The flames that cover it do not harm you or creatures or objects that you touch.

When you activate a *cloak of the salamander,* any creatures that strike you with such weapons take 1d6+7 points of fire damage. This effect lasts until the beginning of your next turn. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *fire shield.*

Cost to Create: 3,000 gp, 240 XP, 6 days.

CLOAK OF THE SALAMANDER, GREATER

Price (Item Level): 36,000 gp (17th)
Activation: —

Made from the scaly hide of some reptilian beast, this crimson cloak is continuously shrouded in an aura of flame and smoke.

As a *cloak of the salamander,* except the effect is continuous and requires no activation.

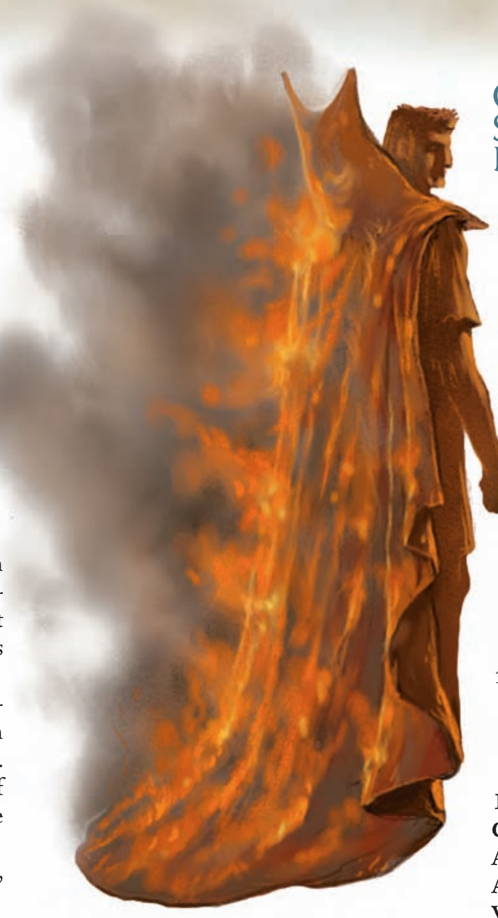
Prerequisites: Craft Wondrous Item, *fire shield.*

Cost to Create: 18,000 gp, 1,440 XP, 36 days.

CLOAK OF SOULBOUND RESISTANCE

Price (Item Level): 5,000 gp (9th)
Body Slot: Shoulders
Caster Level: 6th
Aura: Moderate; (DC 18) abjuration
Activation: —
Weight: 1 lb.

This finely crafted garment is made of blue and purple material. A pair of matched blue quartz crystals form the cloak's clasp.



Cloak of the salamander

A *cloak of soulbound resistance* grants you a +1 resistance bonus on your saving throws. In addition, it serves as a receptacle for your essentia, much as a soulmeld does. Every point of essentia invested in it increases the bonus by 1, subject to the maximum values noted below.

Each *cloak of soulbound resistance* has an essentia capacity. The maximum number of essentia points that can be invested in it equals this value or your normal essentia capacity (see Table 2–1: Essentia Capacity, *Magic of Incarnum* 19), whichever is lower. Investing or reallocating essentia in the cloak is a swift action (and can be done as part of the normal swift action used for reallocating essentia).

A *cloak of soulbound resistance* has a maximum essentia capacity of 2, and the maximum resistance bonus it can grant is +3.

Chakra Bind (Shoulders): A *cloak of soulbound resistance* improves your resistance bonus by an additional 1 when it is bound to your shoulders chakra, which can exceed the maximum values described above. See Binding Items to Chakras (*MoI* 108) for more information.

Prerequisites: Craft Wondrous Item, *resistance.*

Cost to Create: 2,500 gp, 200 XP, 5 days.

CLOAK OF SOULBOUND RESISTANCE, GREATER

Price (Item Level): 13,000 gp (13th)
Caster Level: 18th
Aura: Strong; (DC 24) abjuration

Made of cloth the color of a twilight sky, four bright blue quartz crystals form the clasp of this finely crafted cloak.

As a *cloak of soulbound resistance,* except a *greater cloak of soulbound resistance* has a maximum essentia capacity of 4, and the maximum resistance bonus it can grant is +5.

Prerequisites: Craft Wondrous Item, *resistance.*

Cost to Create: 6,500 gp, 520 XP, 13 days.

CLOAK OF STONE

Price (Item Level): 8,000 gp (11th)
Body Slot: Shoulders
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: — and standard (command)
Weight: 2 lb.

This mottled gray cloak looks like an incredibly thin sheet of stone.

While wearing a *cloak of stone,* you gain a +5 competence bonus on Hide and Move Silently checks. This is a continuous effect and requires no activation.

In addition, you can activate the cloak to merge with stone as though using the *meld into stone* spell. This ability functions once per day.

Prerequisites: Craft Wondrous Item, *meld into stone.*

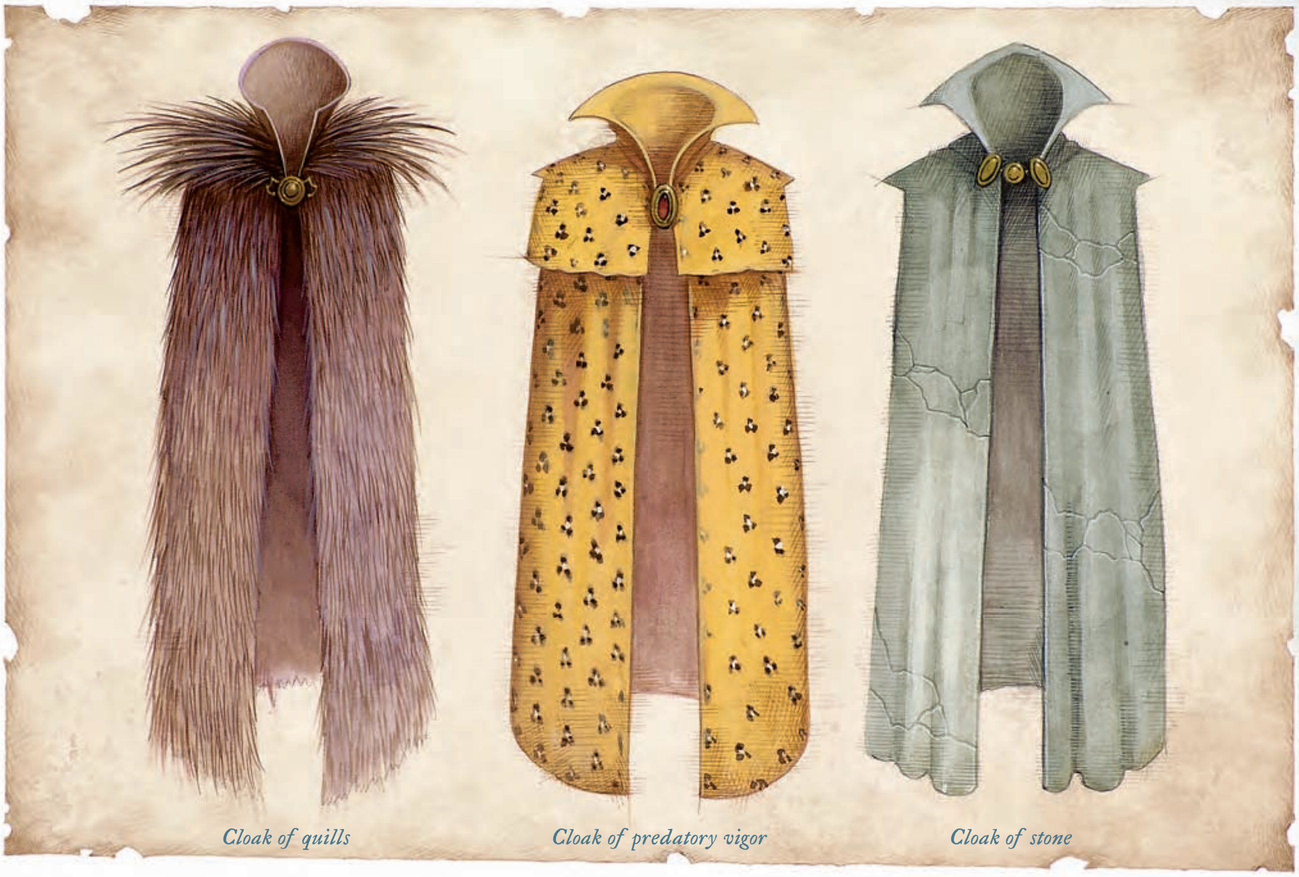
Cost to Create: 4,000 gp, 320 XP, 8 days.

CLOAK OF THORNS

Price (Item Level): 26,000 gp (16th)
Body Slot: Shoulders
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: 1 lb.

This brown cloak seems to be composed entirely of long thorns.

A *cloak of thorns* grants you a +2 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0.)



Cloak of quills *Cloak of predatory vigor* *Cloak of stone*

In addition, any creature striking you in melee with a natural weapon or nonreach manufactured weapon takes 1d4+3 points of piercing damage.

Prerequisites: Craft Wondrous Item, *barkskin, command plants.*

Cost to Create: 13,000 gp, 1,040 XP, 26 days.

CLOAK OF TURN RESISTANCE

Price (Item Level): 11,000 gp (13th)
Body Slot: Shoulders
Caster Level: 10th
Aura: Moderate; (DC 20) necromancy
Activation: —
Weight: 1 lb.

This cloak is little more than a tattered piece of homespun cloth, secured by a rotted leather thong at the neck.

While you wear this cloak, your turn resistance increases by 4.

Prerequisites: Craft Wondrous Item, rebuke undead as a 10th-level cleric.

Cost to Create: 5,500 gp, 440 XP, 11 days.

CLOAK OF WEAPONRY

Price (Item Level): 2,300 gp (6th)
Body Slot: Shoulders
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Swift (command)
Weight: 1 lb.

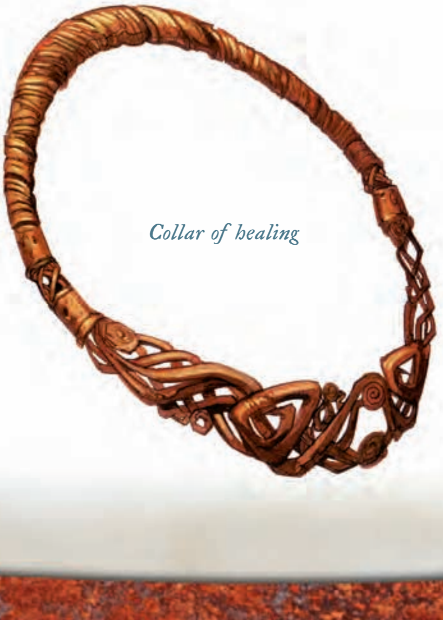
This simple white linen cloak is lined with a dark pelt that seems to shimmer and blur under close scrutiny.

A *cloak of weaponry* has an extradimensional space within it that can hold a single weapon with a weight of up to 25 pounds and a size no larger than Medium. When you activate the cloak, you can draw forth the weapon (or stow a weapon, if the cloak is empty).

Creatures and nonweapon objects can't be stored within the cloak.

Prerequisites: Craft Wondrous Item, *Leomund's secret chest.*

Cost to Create: 1,150 gp, 92 XP, 3 days.



Collar of healing

COLLAR OF HEALING

Price (Item Level): 5,000 gp (9th)
Body Slot: Throat
Caster Level: 11th
Aura: Moderate; (DC 20) conjuration
Activation: — and immediate (command)
Weight: —

This lightweight animal collar is crafted from fine leather.

This collar allows you to heal your trusted animal friend at a moment's notice. A *collar of healing* functions only when worn by your animal companion, familiar, or special mount. While that creature wears the collar, you always know its exact hit point total. This is a continuous effect and requires no activation.

Illus. by W. England & C. Critchlow

In addition, you can activate the collar from any distance (as long as you are on the same plane) to cure the animal wearing it. This instantly heals the creature wearing the collar of 50 points of damage and removes the fatigued or exhausted condition (if the creature currently suffers from such). This ability functions once per day.

Prerequisites: Craft Wondrous Item, *heal* or *fortify familiar* (SC 98) or *heal mount*, *status*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

CONTACT MEDALLION

Price (Item Level): 3,000 gp (7th)
Body Slot: Throat
Caster Level: 9th
Aura: Moderate; (DC 19) enchantment
Activation: Standard (mental)
Weight: —

This wide, ovoid medallion hangs from a tightly wrapped leather cord. It bears an engraving of two heads facing one another with a jagged beam of energy connecting their foreheads.

When you activate a *contact medallion*, you forge a telepathic bond (as *Rary's telepathic bond*) with one person who is within 1 mile and known to you. This bond lasts for 1 minute.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *Rary's telepathic bond*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

CORSAIR'S EYEPATCH

Price (Item Level): 3,000 gp (7th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: Swift (command)
Weight: —

A leather strap and a bit of hardened leather and krenshar hide make up this menacing black eyepatch.

Despite its name, the improved visual acuity provided by a *corsair's eyepatch* is equally useful to landlubbers. Wearing this eyepatch has no negative impact on your eyesight—it appears completely transparent to you. While you wear a *corsair's eyepatch* over your left eye, activating it grants you the ability to use *see invisibility* (as the spell) for 1 round. While you wear it over your right eye, activating it grants you the benefit of the Blind-Fight feat for 1 minute. Moving the eyepatch from one eye to another requires a move action that doesn't provoke attacks of opportunity.

A *corsair's eyepatch* functions a total of three times per day.

Prerequisites: Craft Wondrous Item, *see invisibility*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

COUNTERSTRIKE BRACERS

Price (Item Level): 2,500 gp (7th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Immediate (command)
Weight: —

Each of these steel bracers bears the image of a stacked pair of daggers pointed in opposite directions.

Counterstrike bracers allow you to answer an unsuccessful melee attack against you with an unexpected riposte. You can activate the bracers immediately after an enemy has missed you with a melee attack. Doing this grants you a free attack of opportunity against that enemy (even if you have already used up your allotted attacks of opportunity for the round). You must activate the bracers before your enemy takes any other attacks or actions.

This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 1,250 gp, 100 XP, 3 days.

CREST OF BRAVERY

Price (Item Level): 750 gp (3rd)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: Immediate (command)
Weight: —

This cloak clasp bears the engraved image of a paladin standing against a dragon.

A *crest of bravery* adds a regal touch to your attire, emphasizing your bravery and loyalty to your comrades. A crest has 3 charges, which are renewed each day at dawn. Spending 1 or more charges enhances your ability to bolster your allies against fear, as described below. The effect lasts for 5 rounds.

1 charge: The morale bonus granted by your aura of courage increases by 4.

2 charges: Your aura of courage affects all allies within 60 feet of you.

3 charges: The morale bonus granted by your aura of courage increases by 4, and your aura of courage affects all allies within 60 feet of you.

Prerequisites: Craft Wondrous Item, *remove fear*.

Cost to Create: 375 gp, 30 XP, 1 day.

CRIMSON DRAGONHIDE BRACERS

Price (Item Level): 5,000 gp (9th)
Body Slot: Arms
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration, transmutation
Activation: —
Weight: 1 lb.

These leather bracers are crafted from the scaly red hide of a large reptile.

Crimson dragonhide bracers grant you resistance to fire 5 and a +1 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0.)

Prerequisites: Craft Wondrous Item, *barkskin*, *resist energy*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

CRYSTAL MASK OF DETECTION

Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) divination
Activation: —
Weight: 1/2 lb.

This crystal mask is held in place with black cloth straps, and it covers only the top portion of the face. Translucent and shot through with golden flecks, the mask is warm to the touch.

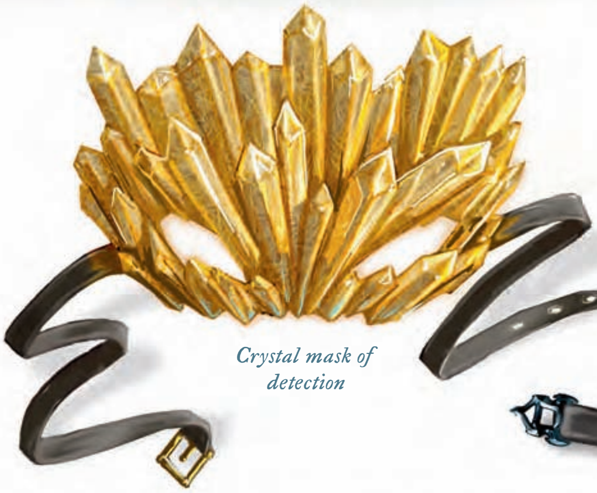
A *crystal mask of detection* grants you a +10 competence bonus on Search checks.

Prerequisites: Craft Wondrous Item, Search 10 ranks.

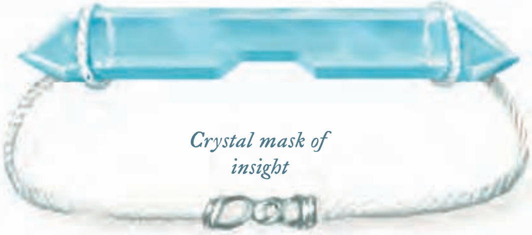
Cost to Create: 5,000 gp, 400 XP, 10 days.

CRYSTAL MASK OF DISCERNMENT

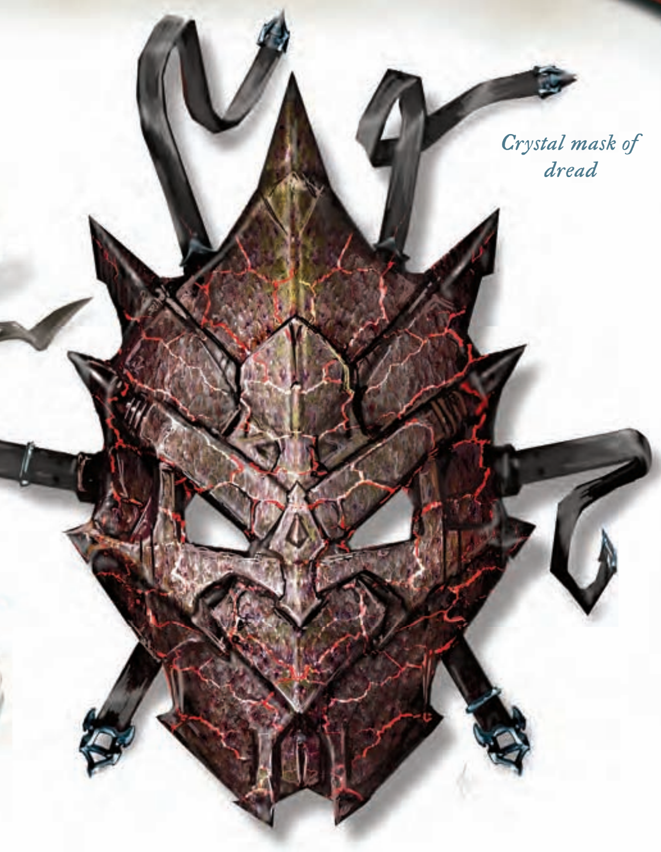
Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) divination
Activation: —
Weight: 1/2 lb.



Crystal mask of detection



Crystal mask of insight



Crystal mask of dread

Illus. by A. Stokes

This transparent crystal mask has a pale green tinge and covers all the face, except the mouth and jaw. Its straps are made of silvery cloth.

A *crystal mask of discernment* grants you a +10 insight bonus on Sense Motive checks.

Prerequisites: Craft Wondrous Item, Sense Motive 10 ranks.

Cost to Create: 5,000 gp, 400 XP, 10 days.

CRYSTAL MASK OF DREAD

Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) divination
Activation: —
Weight: 1/2 lb.

This black crystal mask is mapped with writhing red veins. It hides the entire face, revealing only the eyes. Black leather straps hold it tightly in place.

A *crystal mask of dread* grants you a +10 competence bonus on Intimidate checks.

Prerequisites: Craft Wondrous Item, Intimidate 10 ranks.

Cost to Create: 5,000 gp, 400 XP, 10 days.

CRYSTAL MASK OF INSIGHT

Price (Item Level): 20,000 gp (15th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) divination
Activation: —
Weight: 1/2 lb.

A simple, thin band of turquoise crystal, this item masks only the eyes. Thin, bone-white twine holds it in place.

A *crystal mask of insightful detection* grants you a +9 insight bonus on Search and Spot checks.

Prerequisites: Craft Wondrous Item, Search 9 ranks, Spot 9 ranks.

Cost to Create: 10,000 gp, 800 XP, 20 days.

CRYSTAL MASK OF KNOWLEDGE

Price (Item Level): 2,500 gp (7th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: —
Weight: 1/2 lb.

This mask features a piece of curved golden crystal that covers the forehead. The crystal is attached to the front of a dark brown cloth cap.

A *crystal mask of knowledge* grants you a +5 competence bonus on a specific type of Knowledge check. For instance, one mask would add the bonus on Knowledge (psionics) checks, while another would do so for Knowledge (history).

Prerequisites: Craft Wondrous Item, Knowledge 5 ranks of the appropriate type.

Cost to Create: 1,250 gp, 100 XP, 3 days.

CRYSTAL MASK OF LANGUAGES

Price (Item Level): 2,500 gp (7th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: —
Weight: 1/2 lb.

This cobalt mask covers only the lower portion of the face. Light brown leather straps hold it in place.

Each of the various *crystal masks of languages* grants you the ability to speak, read, and write five different languages. For example, a mask might grant the ability to speak, read, and write Celestial, Draconic, Dwarven, Elven, and Infernal.

Prerequisites: Craft Wondrous Item, speak, read, and write all five languages.

Cost to Create: 1,250 gp, 100 XP, 3 days.

CRYSTAL MASK OF MINDARMOR

Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: —
Weight: 1/2 lb.

The front portion of this periwinkle crystal mask drops down below the eyes. Narrow slits in the mask allow the wearer full range of vision.

A *crystal mask of mindarmor* grants you a +4 insight bonus on Will saving throws.

Prerequisites: Craft Wondrous Item, *remove fear* or *conceal thoughts* (EPH 85).

Cost to Create: 5,000 gp, 400 XP, 10 days.

CRYSTAL MASK OF PSIONIC CRAFT

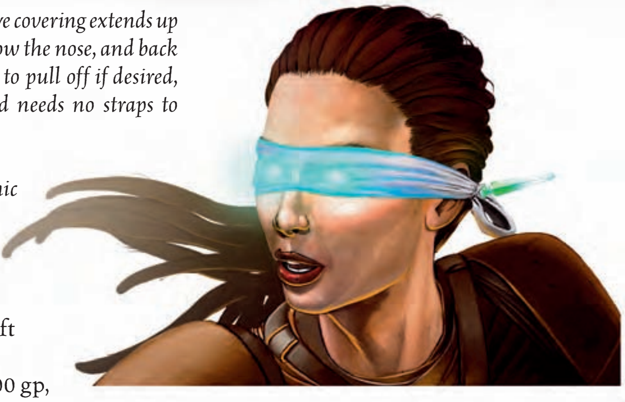
Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) divination
Activation: —
Weight: 1/2 lb.

This bright blue opaque eye covering extends up to the hairline, down below the nose, and back to the ears. Though easy to pull off if desired, the mask fits snugly and needs no straps to keep it in place.

A *crystal mask of psionic craft* grants you a +10 competence bonus on Psicraft checks.

Prerequisites: Craft Wondrous Item, Psicraft 10 ranks.

Cost to Create: 5,000 gp, 400 XP, 10 days.



Crystal mask of visual insight

CRYSTAL MASK OF VISUAL INSIGHT

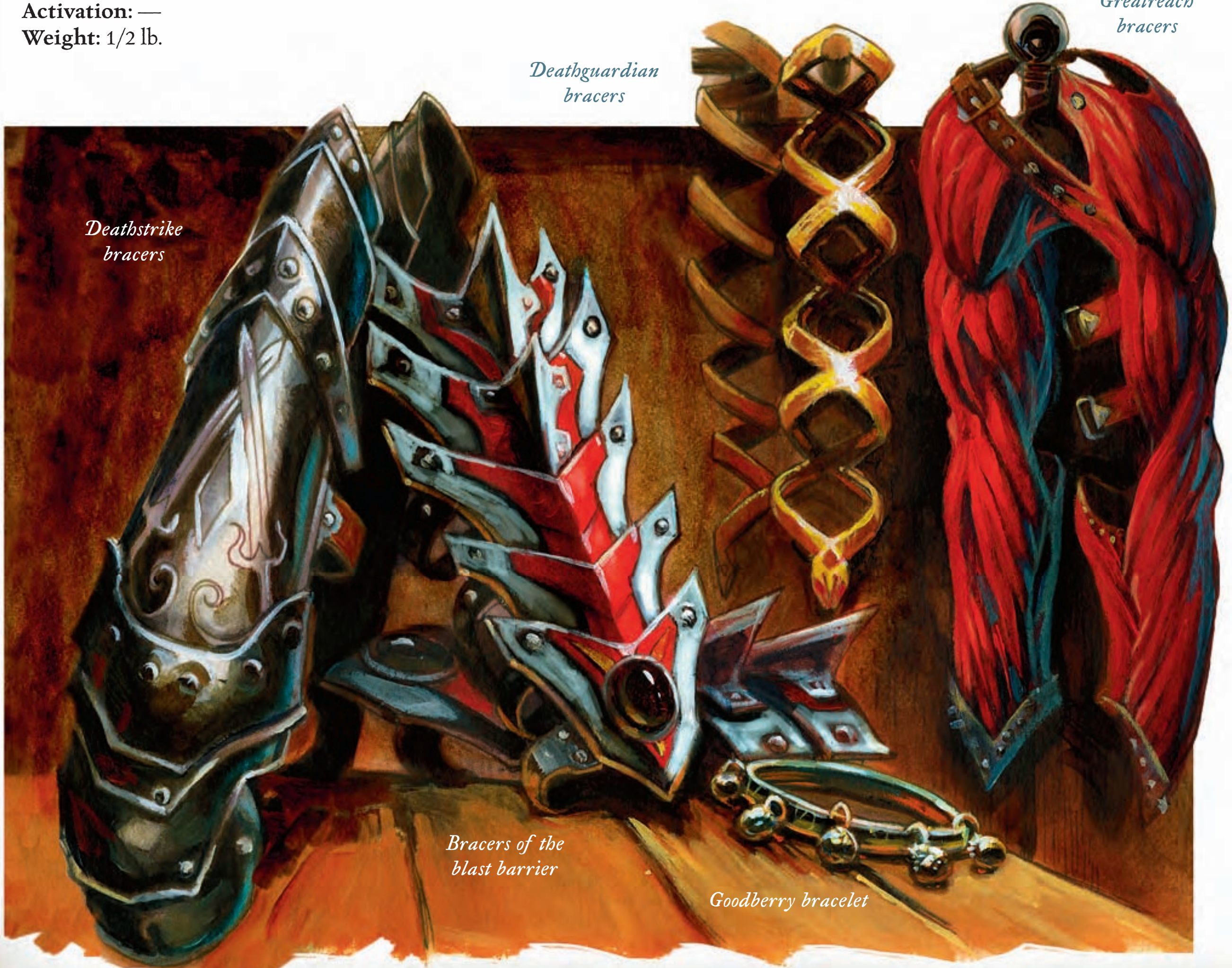
Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 15th
Aura: Strong; (DC 22) divination
Activation: Swift (command)
Weight: 1/2 lb.

This transparent band extends around the head at eye level.

When activated, a *crystal mask of visual insight* allows you to ignore the effects of concealment (but not invisibility) on any creature within 30 feet for 1 round.

Prerequisites: Craft Wondrous Item, *true strike* or *moment of insight* (CP 93).

Cost to Create: 5,000 gp, 400 XP, 10 days.



Illus. by J. Thomas & S. Ellis

DEATHGUARDIAN BRACERS

Price (Item Level): 6,000 gp (10th)
Body Slot: Arms
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: Immediate (command)
Weight: 3 lb.

These two gold coils wind around the arm from bicep to wrist like serpents. A tiny ruby is set into each end of the coils.

Deathguardian bracers allow you to trade arcane spells for protection from physical harm. When you activate the bracers, choose a prepared arcane spell or uncast spell slot. You lose that spell or spell slot (as if you had cast the spell) and gain damage reduction equal to twice the level of the spell or spell slot sacrificed. This damage reduction lasts until the start of your next turn and can't be overcome by any type of weapon.

Deathguardian bracers can be activated as long as you have arcane spells remaining to sacrifice.

Prerequisites: Craft Wondrous Item, *stoneskin*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

DEATHSTRIKE BRACERS

Price (Item Level): 5,000 gp (9th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (mental)
Weight: 2 lb.

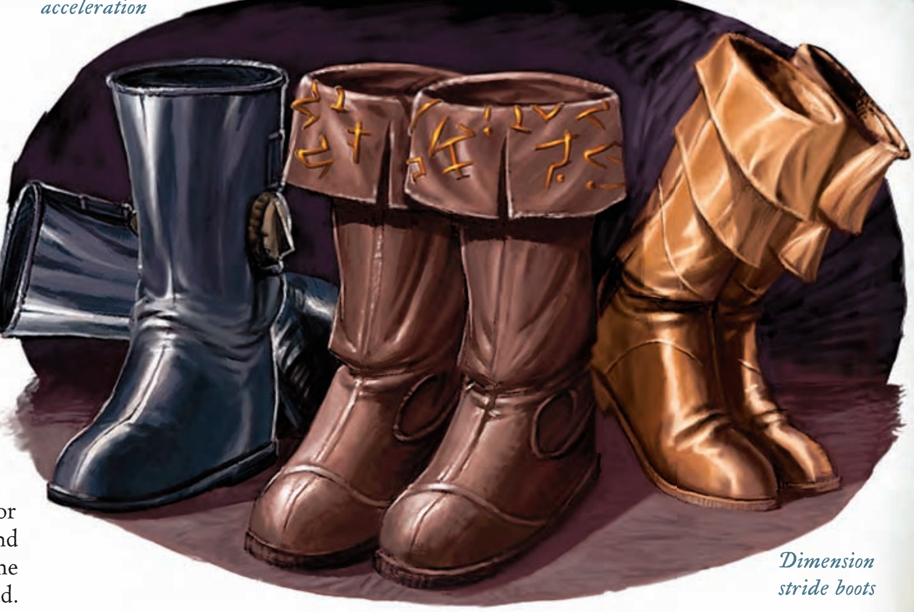
Each of these black steel bracers is marked with an etching of crossed swords.

When activated, *deathstrike bracers* allow you to use melee weapons to deal extra damage from critical hits and sneak attacks to constructs, elementals, oozes, plants, and undead as if they were not immune to such extra damage. You must still roll a critical threat and confirm it as a critical hit or qualify to deliver sneak attack damage to gain any benefit from the bracers. This effect does not allow you to overcome any other immunity or resistance to extra damage from sneak attacks or critical hits (such as the fortification armor property). This effect lasts for 1 round.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *keen edge*.

Cost to Create: 2,500 gp, 200 XP, 5 days.



Boots of temporal acceleration

Dimension stride boots

Quicksilver boots

Illus. by B. Hagan

DESPERATION CHAIN

Price (Item Level): 15,000 gp (14th)
Body Slot: Waist
Caster Level: 13th
Aura: Strong; (DC 21) no school
Activation: Immediate (command)
Weight: 5 lb.

Alternating links of a strange green metal and ivory make up this chainlike belt.

A *desperation chain* gives an arcane spellcaster the opportunity to either avoid capture or strike back against an enemy. You can activate a *desperation chain* when you are being rendered helpless by an enemy (such as being pinned, paralyzed, or dropped to –1 or fewer hit points). When you activate the chain, you can cast a single arcane spell of 3rd level or lower without spending an additional action to do so. Doing this expends the prepared spell or spell slot as if you had cast the spell. The chosen spell must have a casting time no longer than 1 full round. Casting a spell in this way requires no verbal or somatic components and does not provoke attacks of opportunity. You must still provide any material components or focus required, as well as pay any XP or other costs of the spell.

The spell you cast takes effect after the effect that rendered you helpless (so it can't prevent that effect), though it could theoretically neutralize or reverse it. For example, a bard wearing the chain could cast *cure light wounds* in response to being reduced to –3 hit points.

This ability functions once per day.

You must wear a *desperation chain* for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

Prerequisites: Craft Wondrous Item, *limited wish*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

DEVASTATION GAUNTLETS

Price (Item Level): 2,000 gp (6th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: —

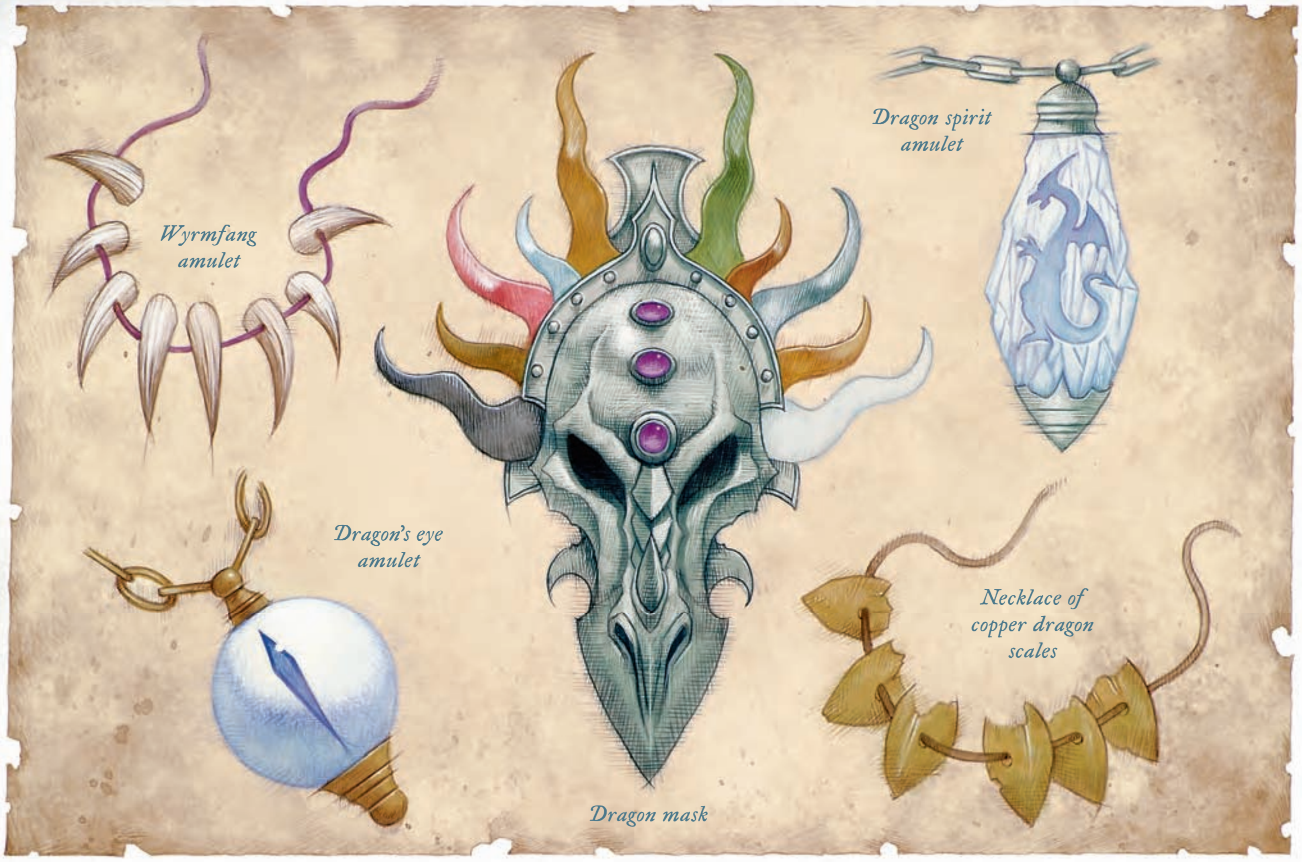
Stylized flames rendered in scarlet enamel encircle these steel gauntlets.

Devastation gauntlets are prized by anyone who earns gold by fighting in melee, from raging barbarians to wily swashbucklers. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a bonus to the damage dealt by a critical hit you make in melee. You activate the gauntlets after you have confirmed a critical hit, but before damage is rolled.

1 charge: +2d6 points of damage.
2 charges: +3d6 points of damage.
3 charges: +4d6 points of damage.

Prerequisites: Craft Wondrous Item, *keen edge*.

Cost to Create: 1,000 gp, 80 XP, 2 days.



Illus. by W. England

DIMENSION STRIDE BOOTS

Price (Item Level): 2,000 gp (6th)
Body Slot: Feet
Caster Level: 7th
Aura: Faint; (DC 16) conjuration
Activation: — and standard (command)
Weight: 1 lb.

These sleek leather boots lean slightly forward, as if poised to leap.

While wearing *dimension stride boots*, you gain a +2 competence bonus on Jump checks. This is a continuous effect and requires no activation.

In addition, the boots have 5 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to teleport a short distance (with no chance of error). You must have line of sight and line of effect to your destination. You can't use the boots to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the boots' activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring other creatures.

1 charge: Teleport 20 feet.
3 charges: Teleport 40 feet.
5 charges: Teleport 60 feet.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 1,000 gp, 80 XP, 2 day.

DISPELLING CORD

Price (Item Level): 1,000 gp (4th)
Body Slot: Torso
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: Swift (command)
Weight: —

The end of this long silken cord is tied with five different knots.

A *dispelling cord* is worn wrapped loosely around your chest, its two ends slung over your shoulder. When you activate a *dispelling cord*, you gain a +2 competence bonus on any dispel checks you make until the end of your turn.

A *dispelling cord* functions five times per day. Each time it is activated, one of the five knots magically unties itself, indicating the uses remaining for the day.

Lore: The first *dispelling cords* were created by an ancient king who wanted to prevent his enemies from having magical dominion over his army. To ensure magical supremacy, the king ordered his mages into battle armed with *dispelling cords* (Knowledge [history] DC 15).

Prerequisites: Craft Wondrous Item, *dispel magic*.

Cost to Create: 500 gp, 40 XP, 1 day.

DRAGON MASK

Price (Item Level): 4,000 gp (8th)
Body Slot: Face
Caster Level: 6th
Aura: Moderate; (DC 18) divination
Activation: Swift (command)
Weight: 2 lb.

Glistening metals and brilliant paints adorn this elaborate mask, which has the shape of a stylized dragon head. Spreading like a sunburst around the draconic features are rays of shimmering metal and glass, one for each breed of metallic and chromatic dragon.

When activated, a *dragon mask* allows you to use *see invisibility*, as the spell, for 5 minutes. This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *see invisibility*.

Cost to Create: 2,000 gp, 160 XP, 4 days.

DRAGON SPIRIT AMULET

Price (Item Level): 2,000 gp (6th)
Body Slot: Throat
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Swift (command)
Weight: —

This necklace features a large, clear crystal set in silver, and the silhouette of a dragon has been etched onto it.

Prized by dragon shamans (*PH2* 11), a *dragon spirit amulet* expands the range of the draconic aura channeled by those characters. When you activate this amulet, your draconic aura affects you and all allies within 60 feet to whom you have line of effect. This effect lasts for 1 round.

Though originally designed for dragon shamans, this amulet functions equally well for any other character who gains a draconic aura (see *Dragon Magic* page 86).

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, dragon type or dragonblood subtype.

Cost to Create: 1,000 gp, 80 XP, 2 days.

DRAGON SPIRIT CINCTURE

Price (Item Level): 2,000 gp (6th)
Body Slot: Waist
Caster Level: 6th
Aura: Moderate; (DC 18) evocation
Activation: —
Weight: —

This wide, embroidered belt sash is emblazoned with images of fire-breathing dragons.

While you wear a *dragon spirit cincture*, your breath weapon damage is increased by one die (or by 1 point if your breath weapon doesn't deal damage expressed in dice).

If you are also holding a magic weapon that deals the same type of damage as your breath weapon, your breath weapon save DC increases by 1.

Prerequisites: Craft Wondrous Item, breath weapon.

Cost to Create: 1,000 gp, 80 XP, 2 days.

DRAGONFANG GAUNTLETS

Price (Item Level): 8,610 gp (12th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) evocation, transmutation
Activation: — and free (mental); see text
Weight: 1 lb.

These thick leather gauntlets sport real dragon's teeth for studs.

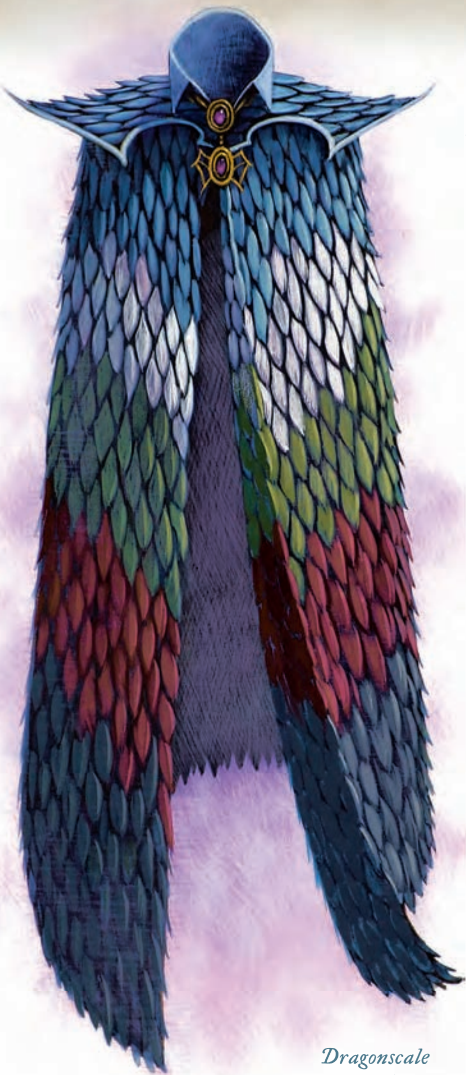
Dragonfang gauntlets function as masterwork spiked gauntlets and also grant you a +2 enhancement bonus to Strength.

In addition, three times per day, you can activate the gauntlets to treat your next melee attack against a weapon or shield as though you had the Improved Sunder feat, even if you don't meet its prerequisites.

If you have Improved Unarmed Strike, *dragonfang gauntlets* allow you to overcome damage reduction with your unarmed strikes as though you were wielding a magic weapon. In this case, you deal unarmed strike damage instead of spiked gauntlet damage.

Prerequisites: Craft Wondrous Item, *bull's strength, magic weapon, shatter.*

Cost to Create: 4,000 gp (plus 610 gp for masterwork spiked gauntlets), 320 XP, 8 days.



Dragonscale cloak

Illus. by W. England

DRAGON'S-EYE AMULET

Price (Item Level): 55,000 gp (18th)
Body Slot: Throat
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: 1 lb.

This amulet is a fist-sized orb painted to resemble a dragon's eye. It hangs from a heavy gold chain.

While wearing this amulet, you gain a +10 competence bonus on Search and Spot checks, and blindsense out to 30 feet.

Prerequisites: Craft Wondrous Item, *dragonsight* (*SC* 73).

Cost to Create: 27,500 gp, 2,200 XP, 55 days.

DRAGONSCALE CLOAK [RELIC]

Price (Item Level): 5,000 gp (9th)
Body Slot: Shoulders
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: Swift (command)
Weight: 2 lb.

This long, flowing cloak is sewn from an assortment of chromatic dragon scales.

While wearing this cloak, you have resistance 5 to an energy type of your choice (acid, cold, electricity, or fire) provided that you are chaotic evil, neutral evil, or chaotic neutral. You can select or change the resistance by speaking the command word.

Relic Power: If you have established the proper divine connection, you can also transform a *dragonscale cloak* into functional dragon wings upon command. The wings (which last for 2 hours per day, divided up as you wish) allow you to fly with a speed of 60 feet and average maneuverability. Additionally, the value of the cloak's resistance to energy increases to 20.

To use the relic power, you must worship Tiamat and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Lore: The first *dragonscale cloak* is said to have been created from the scales of Tiamat herself by a devoted high priest who visited the dragon queen on her home plane. Since then, those who ally with evil dragons have occasionally collected assortments of scales with which to duplicate the process (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *polymorph, resist energy.*

Cost to Create: 2,500 gp, 200 XP, 5 days.

DREAMING BLINDFOLD

Price (Item Level): 7,500 gp (11th)
Body Slot: Face
Caster Level: 9th
Aura: Moderate; (DC 19) illusion
Activation: 1 minute (command)
Weight: —

This black silk blindfold is embroidered with mystical symbols done in silver thread.

While wearing a *dreaming blindfold,* you are effectively blinded, but you can send a useful or terrible dream to a sleeping creature. Once per day, the blindfold can produce either one of two effects (but not both in the same day):

Dream: You send a phantasmal message to a specific known living creature. This effect functions as the *dream* spell, except that the range is 100 miles and you can't deliver the dream through a messenger.

Nightmare: You send a hideous phantasmal vision to a specific known living creature. This effect functions as the *nightmare* spell, except that the range is 100 miles.

If you are also wearing a psicrown (*EPH* 169), you can target the recipient of the dream or nightmare with a single psionic power generated by the psicrown as if you were adjacent to that creature. However, the power costs twice the normal number of power points and renders the *dreaming blindfold* inert for seven days.

Prerequisites: Craft Wondrous Item, *dream, nightmare.*

Cost to Create: 3,750 gp, 300 XP, 8 days.

EAGLE CLAW TALISMAN

Price (Item Level): 1,000 gp (4th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: —

An eagle claw worked from adamantine dangles from a silver chain.

The wearer of an *eagle claw talisman* is capable of delivering ruinous strikes against doors, locked chests, or other objects. When you activate an *eagle claw talisman,* you gain a +5 competence bonus on the next Strength check (or unarmed strike damage roll) you make to break or burst an item. This effect lasts for 1 round or until used.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *shatter.*

Cost to Create: 500 gp, 40 XP, 1 day.

EMPOWERED SPELLSHARD

Price (Item Level): See text
Body Slot: Throat
Caster Level: 9th
Aura: Moderate; (DC 19) varies
Activation: See text
Weight: 1/4 lb.

This reddish crystal shard is inscribed with arcane symbols, banded with mithral, and hanging from a small silver chain.

An *empowered spellshard* is keyed to a specific spell of up to 3rd level. When you cast the attuned spell, you can use your *empowered spellshard* as a focus in addition to the spell's normal components (if any). Doing this empowers the spell (as though using the Empower Spell feat, but with no adjustment to spell level or casting time). The spellshard is activated as a part of the spellcasting process. The markings on the shard reveal the spell to which it is attuned to a character who makes a successful DC 30 Spellcraft check. The prices and levels of empowered spellshards are described on the table below.

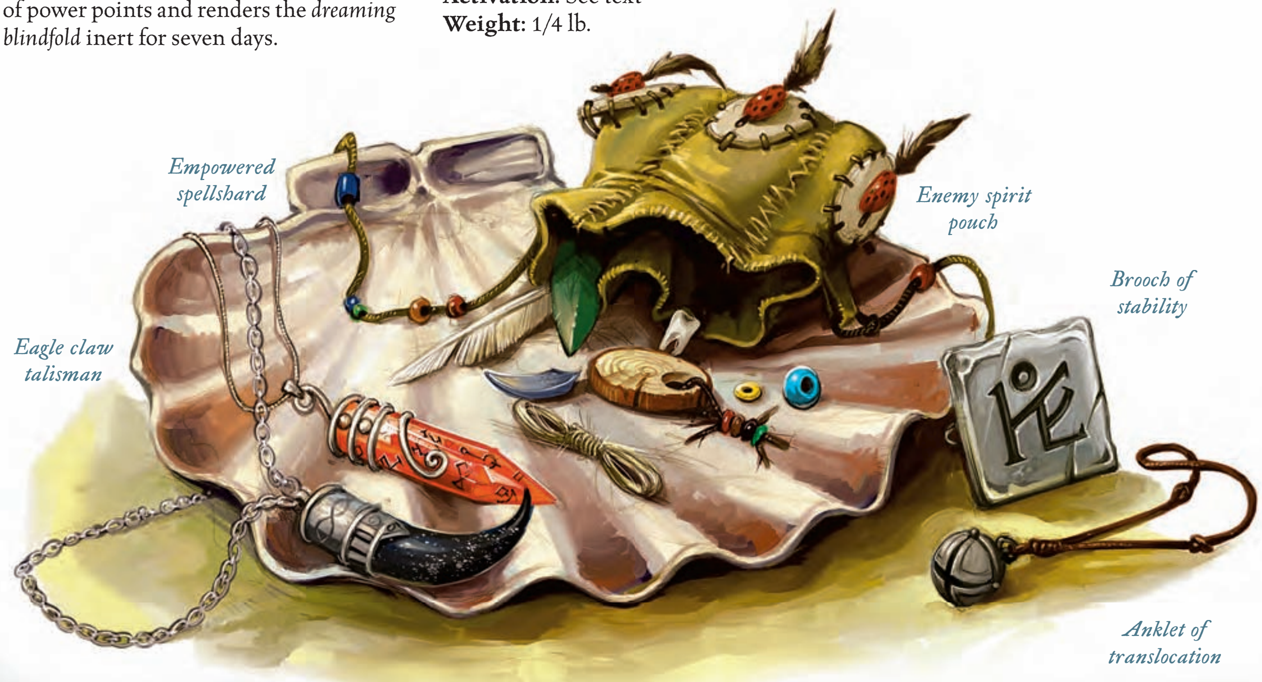
Spell Level	Price (Item Level)
1st	1,500 gp (5th)
2nd	3,000 gp (7th)
3rd	6,000 gp (10th)

An *empowered spellshard* functions three times per day.

The school of magic an *empowered spellshard* radiates is the same as that of the spell to which it is attuned.

Lore: These shards were created during the last great war to assist battle mages on the front lines (Knowledge [history] DC 10). As a result, many *empowered spellshards* are keyed to destructive evocation spells (Knowledge [history] DC 15).

Prerequisites: Craft Wondrous Item, Empower Spell, spell to which the shard is attuned.



Illus. by E. Widermann

Cost to Create: 750 gp, 60 XP, 2 days (1st level); 1,500 gp, 120 XP, 3 days (2nd level); 3,000 gp, 240 XP, 6 days (3rd level).

ENDURING AMULET

Price (Item Level): 1,500 gp (5th)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration
Activation: — and immediate (command)
Weight: —

This circular, coin-shaped talisman is half flame red and half ice blue.

An *enduring amulet* protects you from extremes of temperature, as if by the *endure elements* spell. This is a continuous effect and requires no activation.

In addition, the amulet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you resistance to cold and fire for 1 round.

1 charge: Resistance to cold 10 and fire 10.

2 charges: Resistance to cold 15 and fire 15.

3 charges: Resistance to cold 20 and fire 20.

Prerequisites: Craft Wondrous Item, *resist energy*.

Cost to Create: 750 gp, 60 XP, 2 days.

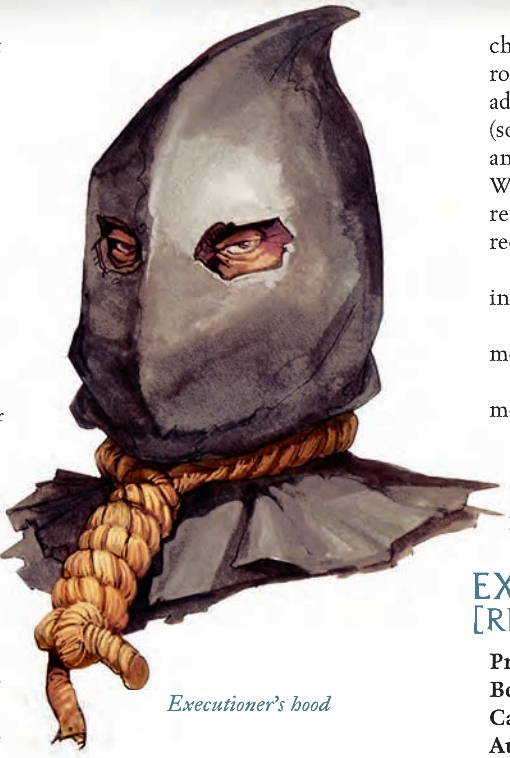
ENEMY SPIRIT POUCH

Price (Item Level): 2,100 gp (6th)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: —
Weight: 1 lb.

A small collection of teeth, small scales, knots of hair, and strange bits of jerky fills this pouch. The worn leather bag's strings are long enough to allow the pouch to be worn as a necklace.

This item is keyed to a single type of creature (aberration, animal, magical beast, and so on). A pouch keyed to humanoids or outsiders must be keyed to a subtype as described in the ranger's favored enemy ability (*PH* 47). While wearing an *enemy spirit pouch,* you gain a +1 competence bonus on attack rolls against creatures of this type.

If you are a ranger, the pouch increases your favored enemy bonus against creatures of its type by 2. If you don't have the favored enemy ability, the pouch grants you a +2 bonus on damage rolls and certain skill checks as if that type of creature were your favored enemy.



Executioner's hood

If a creature of the type keyed to the pouch wears that pouch, it receives one negative level. The negative level remains for as long as the pouch is worn and disappears when it is no longer carried. The negative level never results in actual level loss, but cannot be overcome in any way (including *restoration* spells) while the pouch is worn.

Prerequisites: Craft Wondrous Item, *detect animals or plants*, ranger with favored enemy type/subtype matching that of the pouch.

Cost to Create: 1,050 gp, 84 XP, 3 days.

ESSENTIA HELM

Price (Item Level): 3,000 gp (7th)
Body Slot: Head
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: Swift (command)
Weight: 3 lb.

A flawless sapphire is set on this heavy steel helm, shining almost too faintly to notice.

These imposing helmets are valued by incarnates and other meldshapers, because they can temporarily supercharge one or more of your soulmelds or other essentia receptacles (see *Magic of Incarnum* for details on incarnum).

An *essentia helm* has 3 charges, which are renewed each day at dawn. Spending 1 or more charges maximizes the essentia investment in one or more of your soulmelds or other essentia receptacles (as chosen by you when you activate it) for 1 round. Effectively, the helm temporarily adds essentia to the affected receptacles (soulmelds, incarnum feats, magic items, and so on) until it reaches its maximum. While this ability is in effect, you can't reallocate essentia from the affected receptacle.

1 charge: Maximizes essentia investment in one receptacle.

2 charges: Maximizes essentia investment in two receptacles.

3 charges: Maximizes essentia investment in three receptacles.

Prerequisites: Craft Wondrous Item, essentia pool, meldshaper.

Cost to Create: 1,500 gp, 120 XP, 3 days.

EXECUTIONER'S HOOD [RELIC]

Price (Item Level): 6,000 gp (10th)
Body Slot: Head
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: —
Weight: —

This black cloth hood is made of coarse fabric. Two eyeholes have been crudely cut to allow its wearer to see, and it is secured at the neck with a piece of rope tied in the style of a noose.

Death and destruction have accompanied the former wearers of an *executioner's hood*. Those who know of this item's dark history are terrified to look upon one. While wearing an *executioner's hood*, you can attempt a coup de grace attack as a standard action rather than a full-round action if you are chaotic evil, neutral evil, or chaotic neutral.

Relic Power: If you have established the proper divine connection, each time you make a successful coup de grace attempt, you gain a +1 morale bonus on melee attack rolls and damage rolls and 1 temporary hit point per level. These benefits last for 5 minutes and stack to a maximum of a +5 bonus and 5 temporary hit points per level.

To use the relic power, you must worship Erythnul and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Lore: Legend holds that a high priest of Erythnul created the original three *executioner's hoods* and distributed them to followers in large cities, who wore them to terrify the local citizens (Knowledge [religion] DC 20).

One *executioner's hood* was worn by a ruler named Xeric IV, who publicly

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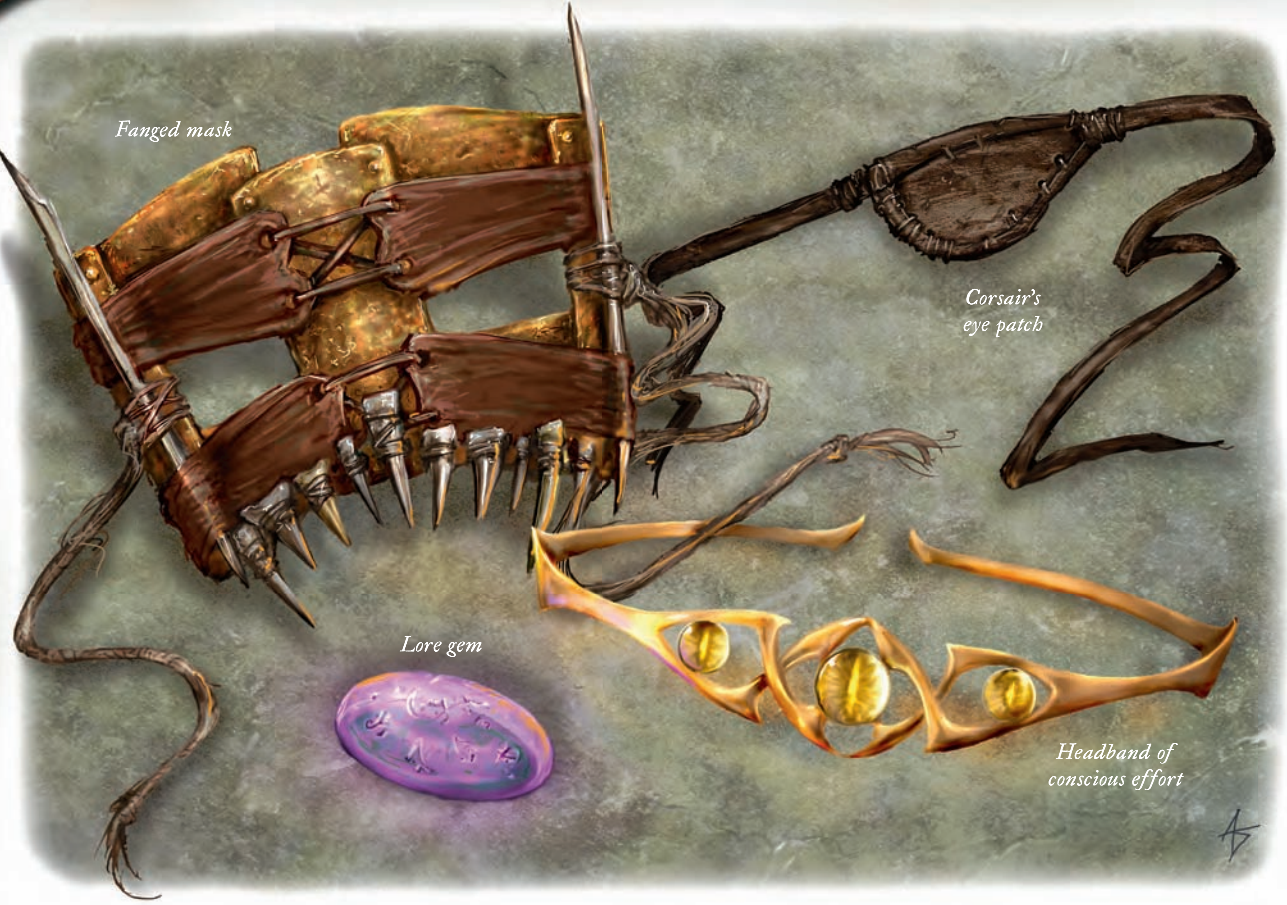


Illus. by A. Stokes

executed every member of his own extended family two centuries ago. Since then, the three hoods have been scattered across the globe by tides of war and conquest (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *bear's endurance*.

Cost to Create: 6,000 gp, 240 XP, 6 days.

EYES OF EXPANDED VISION

Price (Item Level): 3,200 gp (8th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: —
Weight: —

These two ovals of murky glass are rimmed with brass and linked by a brass arch. When resting on the bridge of a wearer's nose, the glass magically clears.

These lenses expand your field of vision. Flanking opponents gain only a +1 bonus when attacking you instead of +2 (attack benefits that are conditional on flanking, such as a rogue's sneak attack damage, still apply because you remain flanked). You gain a +2 competence bonus on Spot checks but take a –2 penalty on saves against gaze attacks. These are continuous effects and require no activation.

Prerequisites: Craft Wondrous Item, *true seeing* or *ubiquitous vision* (EPH 139).

Cost to Create: 1,600 gp, 128 XP, 4 days.

EYES OF POWER LEECH

Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) enchantment
Activation: Standard (command)
Weight: —

Bluish energy plays about these silver-tinted lenses. Silver wires extend back to wrap around the ears.

Once per day, you can drain power points from another psionic creature by meeting its gaze. A selected target within 40 feet must succeed on a DC 16 Will save, or a connection of crackling energy is formed between the wearer and the victim. The connection drains 1d6 power points from the target for every round that the wearer concentrates (to a maximum of 7 rounds). Concentrating to drain power points is a full-round action. Each round, you gain 1 power point from those drained from the target (subject to your normal maximum). Points you cannot gain are lost immediately.

Eyes of power leech have no effect on nonpsionic targets or psionic creatures with a current power point reserve of 0.

Prerequisites: Craft Wondrous Item, *vampiric touch* or *power leech* (EPH 124).

Cost to Create: 5,000 gp, 400 XP, 10 days.

EYES OF POWER LEECH, VAMPIRIC

Price (Item Level): 20,000 gp (15th)
Body Slot: Face
Caster Level: 15th
Aura: Strong; (DC 22) enchantment
Activation: Standard (command)
Weight: —

Gold wire rims these dark lenses and extends back to wrap around the ears. Blue sparks of energy dance about them.

As *eyes of power leech*, except that you gain power points from the subject even if doing so would bring you over your normal maximum. Furthermore, you can maintain concentration for up to 13 rounds. Power points you gain in excess of your maximum fade after 8 hours if they are not spent before that time.

Prerequisites: Craft Wondrous Item, *vampiric touch* and *limited wish* or *power leech* (*EPH* 124) and *bend reality* (*EPH* 80).

Cost to Create: 10,000 gp, 800 XP, 20 days.

EYES OF TRUTH

Price (Item Level): 5,500 gp (10th)
Body Slot: Face
Caster Level: 9th
Aura: Moderate; (DC 19) divination
Activation: — and swift (command)
Weight: —

This pair of thin, crystal lenses has a faint blue tint.

Eyes of truth grant you improved visual acuity, and can allow you briefly to see the world as it truly is. While worn, the lenses grant you a +5 competence bonus on Spot checks. This is a continuous effect and requires no activation.

In addition, you can activate the lenses to gain a *true seeing* effect (as the spell) for 1 round. This ability functions once per day.

Prerequisites: Craft Wondrous Item, *true seeing*.

Cost to Create: 2,750 gp, 220 XP, 6 days.

FANGED MASK

Price (Item Level): 8,300 gp (12th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Standard (mental)
Weight: 1 lb.

Two rows of overlapping, mismatched teeth form a curving ridge along the bottom of this bronze half-mask's spiny demonic visage. Snakes' fangs, sharks' teeth, filed human incisors, and other yellowed specimens create half of a monstrous maw.

When you activate a *fanged mask*, you can make a natural bite attack. The bite deals 1d6 points of damage plus your Strength modifier (assuming you are Medium; see *DMG* 28 for details on damage for larger and smaller creatures). This attack is treated as a magic weapon for the purpose of overcoming damage reduction, and the bite damage doesn't stack with any bite attack you already have.

Three times per day, upon biting a target while activating the mask, you can force that creature to make a successful DC 13 Fortitude save or be stunned for 1 round.

Prerequisites: Craft Wondrous Item, *magic fang* or *magic weapon*.

Cost to Create: 4,150 gp, 332 XP, 9 days.

FARSPEAKING AMULET

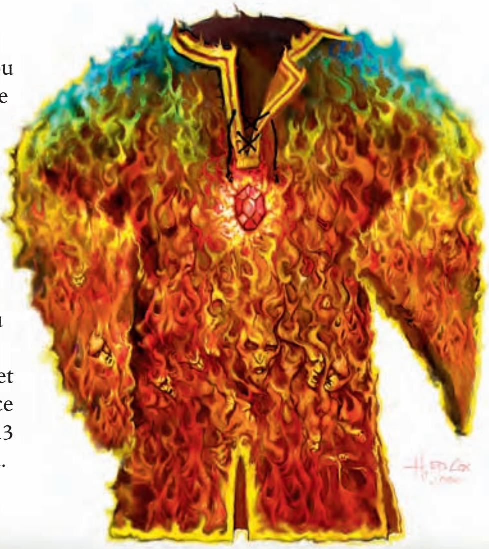
Price (Item Level): 6,000 gp (10th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: Swift (command)
Weight: —

This chain bears a large green crystal in its center. Four smaller, removable charms of red crystal also hang from the pendant.

To use a *farspeaking amulet*, one character wears the central crystal, while up to four others carry the four removable, red crystals. Removable crystals don't occupy a body slot, and can simply be carried. Charms can be removed or replaced as a standard action. The wearer can, with a standard (mental) action, return a single charm to the amulet from any distance, as long as it is on the same plane.

When you activate the amulet, you create a link between yourself and any or all of the characters carrying red charms, enabling all affected characters to converse as if standing together. This effect lasts for up to 10 minutes, and the amulet can be activated three times per day. Only characters on the same plane as the amulet's wearer can participate in the conversation.

If you also wear a magic item that grants you a competence bonus on Listen checks when you activate the amulet, you can choose to also listen to the environment of any or all of the characters in the conversation as if you were present. The magic of the amulet allows you to differentiate between the various locations without undue confusion.



Fiery tunic

Prerequisites: Craft Wondrous Item, *clairaudience/clairvoyance*, *message*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

FIENDHELM

Price (Item Level): 10,000 gp (12th)
Body Slot: Head
Caster Level: 9th
Aura: Moderate; (DC 19) abjuration
Activation: — and full-round (command)
Weight: 2 lb.

This horned, black adamantine helm seems to absorb the light around it. The helm's faceplate shows a fiendish visage, and hellish orange light leaks from its eyes, nostrils, and mouth.

A *fiendhelm* allows an evil-aligned wearer to emulate certain traits of evil extraplanar creatures. Your melee attacks are treated as evil-aligned for the purpose of overcoming damage reduction. This is a continuous effect and requires no activation.

In addition, a *fiendhelm* allows you to use *dispel good*, *inflict critical wounds*, and *resist energy* (electricity or fire only) as spell-like abilities each once per day. Use your own character level as the caster level, and the save DCs equal 10 + the spell level + your Cha modifier.

A *fiendhelm* grants no benefit to nonevil wearers.

Prerequisites: Craft Wondrous Item, *dispel good*, *inflict critical wounds*, *resist energy*, evil alignment.

Cost to Create: 5,000 gp, 400 XP, 10 days.

FIERY TUNIC

Price (Item Level): 5,000 gp (9th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: — and swift (command)
Weight: 2 lb.

This eye-catching tunic shifts and moves like liquid flame. A crystal shard burns a brilliant red in the middle of the chest, fused seamlessly with the cloth of the shirt.

A *fiery tunic* grants you resistance to fire 5. This is a continuous effect and requires no activation.

When you activate the tunic, it generates a *fire shield*, as the spell (warm shield effect only), that lasts for 5 rounds. In addition, any melee weapons you hold while the *fire shield* is active are treated as flaming weapons (*DMG* 224). You can deactivate this effect at any time with

Illus. by E. Cox

another swift action. This ability functions once per day.

Prerequisites: Bind Elemental (*ECS* 51) or Craft Wondrous Item, *planar binding.*

Cost to Create: 2,500 gp, 200 XP, 5 days.

FINNED GAUNTLETS

Price (Item Level): 3,500 gp (8th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: 1 lb.

Sweeping fins adorn these sharkskin gauntlets.

You gain a natural swim speed of 30 feet (which also grants you a +8 bonus on Swim checks to perform some special action or avoid a hazard). You can always take 10 on a Swim check, even if distracted or endangered, and can use the run action while swimming.

Prerequisites: Craft Wondrous Item, *swim* (SC 217).

Cost to Create: 1,750 gp, 140 XP, 4 days.

FIREFLOWER PENDANT

Price (Item Level): 13,000 gp (13th)
Body Slot: Throat
Caster Level: 13th
Aura: Strong; (DC 21) abjuration
Activation: — or immediate (command)
Weight: —

This fragile pendant is constructed from rose gold and shaped into the form of a flower. It is set with many tiny fire opals.

A *fireflower pendant* provides you with resistance—or even brief immunity—to fiery attacks. While it is worn, you gain resistance to fire 10. This is a continuous effect and requires no activation.

When you activate the pendant, you gain immunity to fire until the start of your next turn. However, doing this renders the pendant powerless for 1 hour thereafter.

Prerequisites: Craft Wondrous Item, *energy immunity, resist energy.*

Cost to Create: 6,500 gp, 520 XP, 13 days.

FLESH RING OF SCORN

Price (Item Level): 8,000 gp (11th)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: —

Barbs protrude from this tiny iron ring.

To gain the benefit of a *flesh ring of scorn*, you must wear it as a piercing through the flesh of your upper chest. You can activate it whenever you score a critical threat on a creature. The critical threat is automatically confirmed, but the *flesh ring of scorn* deals damage to you based on your weapon's critical multiplier.

Critical Multiplier	Damage
×2	2d6
×3	3d6
×4	4d6

A *flesh ring of scorn* functions three times per day.

Prerequisites: Craft Wondrous Item, *corrupt weapon* (DMG 182).

Cost to Create: 4,000 gp, 320 XP, 8 days.

FORMLESS VEST

Price (Item Level): 3,200 gp (8th)
Body Slot: Torso
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Immediate (mental)
Weight: —

This simple tunic seems misshapen, but it actually fits perfectly well.

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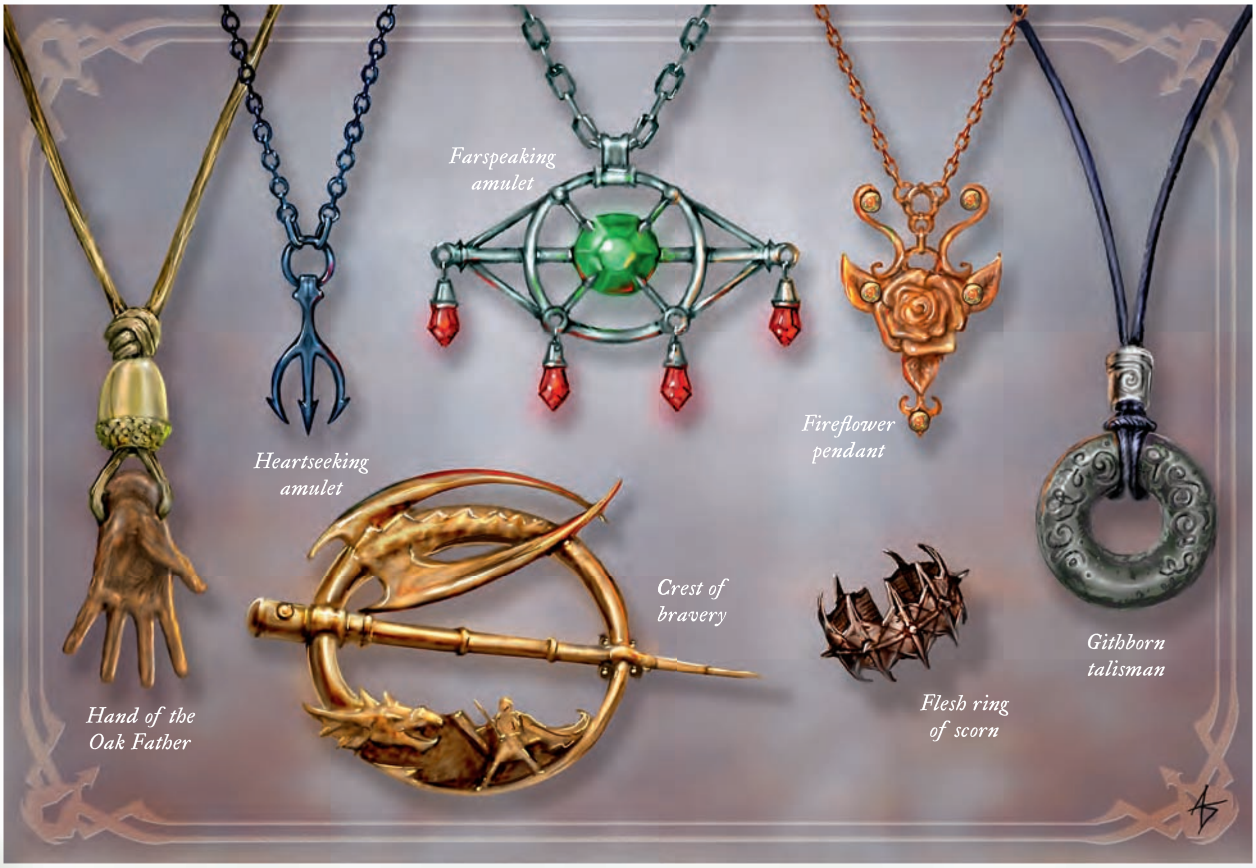


A *formless vest* allows you to briefly make your body amorphous, allowing you to avoid particularly deadly strikes. Once per day, you can activate this vest to take half of the damage dealt to you by a critical hit or sneak attack. You can activate the vest after damage has been determined, but before it has actually been dealt.

Prerequisites: Craft Wondrous Item, *gaseous form*.

Cost to Create: 1,600 gp, 128 XP, 4 days.

GAUNTLET OF GRUUMSH

Price (Item Level): 8,302 gp (11th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: Standard
Weight: 1 lb.

Flakes of dried gore encrust this crude iron gauntlet. Upon its back is stained the image of a single bloodshot eye.

Three times per day, this *+1 gauntlet* allows you to make a melee touch attack to blind a target creature for 1 hour (Fort DC 14 negates). Elves take a –4 penalty on this save.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *blindness/deafness*, orc.

Cost to Create: 4,000 gp (plus 302 gp for masterwork gauntlet), 320 XP, 8 days.

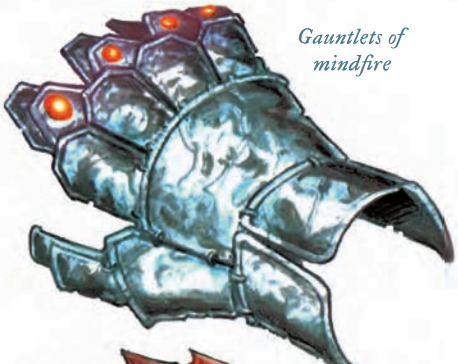
GAUNTLET OF INFINITE BLADES

Price (Item Level): 6,500 gp (10th)
Body Slot: Hands
Caster Level: 12th
Aura: Strong; (DC 21) conjuration, divination
Activation: Swift (mental)
Weight: 1 lb.

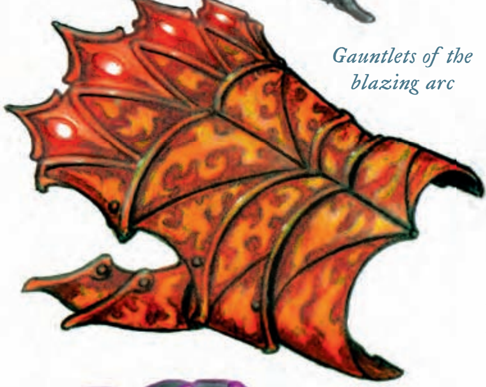
This gauntlet is made of braided mithral links.

A *gauntlet of infinite blades* allows you to produce a weapon at a moment's notice. When it is activated, a dagger appears in the hand wearing the gauntlet. This ability functions as often as needed, though the dagger disappears 3 rounds after it is created.

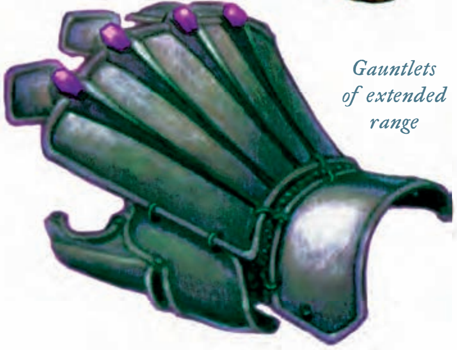
In addition, the gauntlet has 5 charges, which are renewed each day at dawn. Spending 1 or more charges creates a more potent dagger than normal, as described below.



Gauntlets of mindfire



Gauntlets of the blazing arc



Gauntlets of extended range

1 charge: +3 dagger.

3 charges: +3 dagger of seeking.

5 charges: +3 bane dagger of seeking (choose the creature type and subtype, if needed, when activating the gauntlet).

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *greater magic weapon, major creation, summon monster I, true seeing*.

Cost to Create: 3,250 gp, 260 XP, 7 days.

GAUNTLETS OF ARROW REFLECTION

Price (Item Level): 2,000 gp (6th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration
Activation: Immediate (command)
Weight: 1 lb.

These leather gauntlets have small polished steel disks set in their palms.

Gauntlets of arrow reflection allow you to redirect a deflected thrown or projectile weapon back at your attacker. When you use the Deflect Arrows feat (*PH* 93) to deflect a ranged weapon attack, you can activate the gauntlets to cause the weapon to fly back at the character who made the attack. Use the attacker's original attack roll to determine the attack's success, and roll damage as normal as if your attacker had successfully hit with the weapon.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *protection from arrows*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

GAUNTLETS OF THE BLAZING ARC

Price (Item Level): 6,300 gp (10th)
Body Slot: Hands
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: Standard (command)
Weight: 1/2 lb.

These finely crafted metal gauntlets are etched with flames. Each is set with small red crystals that rest on the tops of the knuckles.

When activated, *gauntlets of the blazing arc* create a 15-foot cone-shaped burst of flame that deals 4d4+4 points of fire damage to all creatures in the area (Reflex DC 14 half).

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *burning hands*.

Cost to Create: 3,150 gp, 252 XP, 7 days.

GAUNTLETS OF THE BLOOD-LORD [RELIC]

Price (Item Level): 5,120 gp (10th)
Body Slot: Hands
Caster Level: 20th
Aura: Strong; (DC 25) necromancy
Activation: —
Weight: 2 lb.

These heavy spiked gauntlets are made from overlapping metal plates. Blood drips slowly from the junctures, coating the surface of the gauntlets with a thick, red ooze.

Said to harbor the blood of a thousand victims, each pair of these gauntlets has a long and grisly history. They function as *+1 spiked gauntlets* if you are lawful evil, lawful neutral, or neutral evil.

Relic Power: If you have established the proper divine connection, *gauntlets*

Illus. by D. Martin

of the blood-lord grant you a +2 luck bonus on melee touch attacks while you wear them.

To use the relic power, you must worship Hextor and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD. If you sacrifice a 6th-level divine spell or have the True Believer feat and at least 11 Hit Dice, every 3rd-level or lower melee touch spell that you cast is automatically empowered as by the Empower Spell feat (although such a spell doesn't use a higher-level spell slot and the casting time of the spell isn't increased).

Lore: The first pair of these gauntlets was worn by a priest of Hextor who mercilessly slew entire villages to make way for the Blood-Lord's approaching army (Knowledge [religion] DC 15).

Upon the priest's death, Hextor reclaimed the gauntlets. Since then, he has given a pair to a favored follower at least once every century (Knowledge [religion] DC 20).

Prerequisites: Craft Magic Arms and Armor, Maximize Spell, Sanctify Relic, *inflict serious wounds.*

Cost to Create: 2,250 gp (plus 620 gp for pair of masterwork spiked gauntlets), 180 XP, 5 days.

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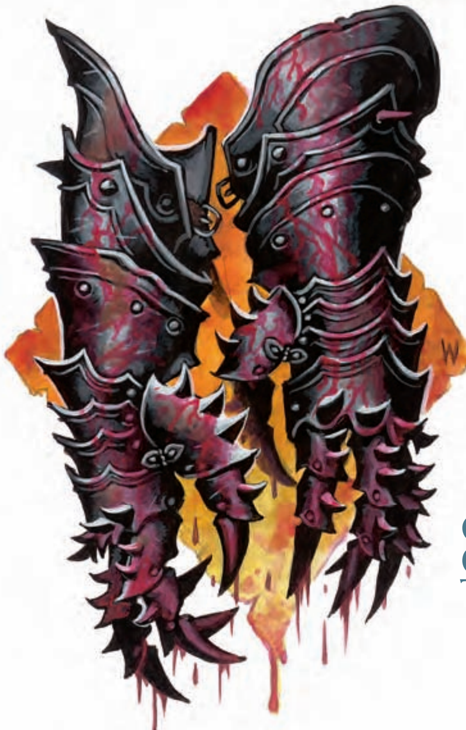
GAUNTLETS OF ELDRITCH ENERGY

Price (Item Level): 5,000 gp (9th)
Body Slot: Hands
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation



Gauntlets of the blood-lord

Activation: Swift (command)
Weight: 1/2 lb.

These black leather gauntlets are studded with multicolored gems.

Gauntlets of eldritch energy let you imbue your *eldritch blasts* (CAr 7) with a particular type of energy. When you activate these gauntlets, the next *eldritch blast* you use before the end of your turn deals energy damage (the type of energy depends on the type of gauntlets) instead of its normal damage type. You can't apply the gauntlets' effect to any blast already affected by an eldritch essence invocation.

Four varieties of these gauntlets exist. Each applies a different type of energy damage to your *eldritch blast: gauntlets of eldritch frost* (cold), *gauntlets of eldritch lightning* (electricity), *gauntlets of eldritch fire* (fire), and *gauntlets of eldritch thunder* (sonic).

This ability can be used three times per day.

Prerequisites: Craft Wondrous Item, *eldritch blast.*

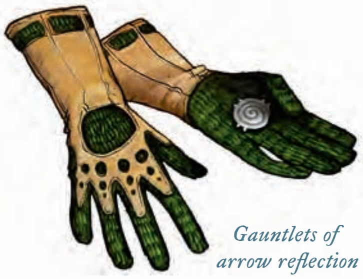
Cost to Create: 2,500 gp, 200 XP, 5 days.

GAUNTLETS OF ENERGY TRANSFORMATION

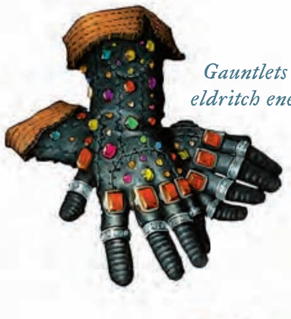
Price (Item Level): 1,000 gp (4th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) evocation
Activation: Swift (command)
Weight: —

This pair of leather gloves is imprinted with arcane sigils representing different types of energy.

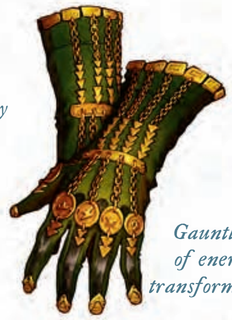
Gauntlets of energy transformation allow you to temporarily change the type of energy produced by any weapon you hold. When you activate the gauntlets, you change one type of energy damage produced by a melee weapon you hold into another type



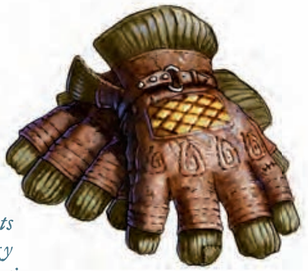
Gauntlets of arrow reflection



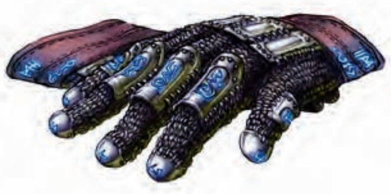
Gauntlets of eldritch energy



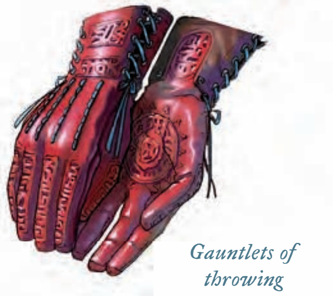
Gauntlets of energy transformation



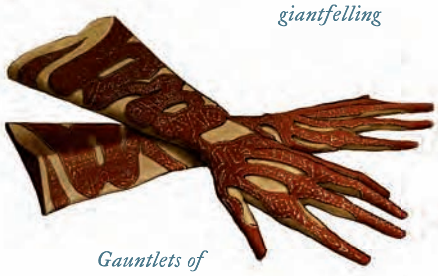
Gauntlets of giantfelling



Gauntlets of infinite blades



Gauntlets of throwing



Gauntlets of weaponry arcane

of energy damage (acid, cold, electricity, or fire) for 1 round. Transformed energy does the same amount of damage, but a *+1 flaming longsword* could be changed to deal acid, cold, or electricity damage instead of fire.

If a weapon produces more than one type of energy, each activation affects only one type of energy produced. For example, if you wield a *+1 flaming shock longsword*, you could activate the gauntlets to change the fire damage to acid, cold, or electricity damage, and you could activate the gauntlets a second time to change the electricity damage dealt by the shock property to acid, cold, or fire. If your weapon doesn't deal energy damage, these gauntlets have no effect.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *acid splash, burning hands, ray of frost, shocking grasp*.

Cost to Create: 500 gp, 40 XP, 1 day.

GAUNTLETS OF EXTENDED RANGE

Price (Item Level): 2,000 gp (6th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: 1/2 lb.

Each of these well-made gauntlets is set with small purple crystals that rest across the tops of the knuckles.

Whenever you throw a weapon or other object, *gauntlets of extended range* give the weapon a telekinetic push, doubling its range increment.

Prerequisites: Craft Wondrous Item, *hawkeye* (SC 110) or *extend range* (CP 89).

Cost to Create: 1,000 gp, 80 XP, 2 days.

GAUNTLETS OF GIANTFELLING

Price (Item Level): 2,000 gp (6th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: —

These leather gloves are cracked and worn, but still quite durable.

When you activate *gauntlets of giantfelling*, you gain a bonus on the next weapon damage roll you make against a creature larger than you before the end of your turn.

The extra damage is based on how many size categories larger than you the target is.

Size Categories Larger	Extra Damage
1	1d6
2	2d6
3 or more	3d6

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *reduce person*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

GAUNTLETS OF LASSITUDE

Price (Item Level): 5,000 gp (9th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: 2 lb.

These tan leather gloves are bound in brass.

Three times per day, you can make a melee touch attack with these gauntlets. If your attack is successful, the target is subjected to the effect of a *slow* spell for 5 rounds (Will DC 14 negates).

Prerequisites: Craft Wondrous Item, *slow*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

GAUNTLETS OF MINDFIRE

Price (Item Level): 11,000 gp (13th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Standard (command)
Weight: 1/2 lb.

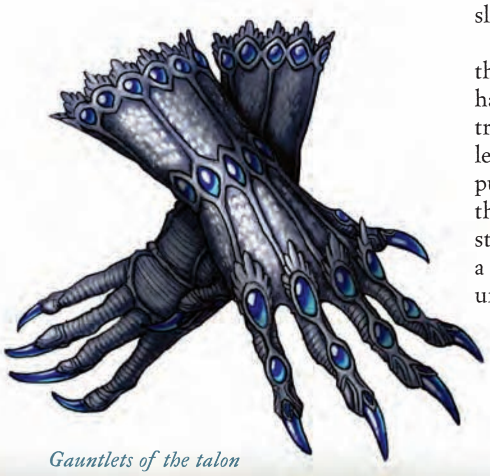
These gauntlets appear pitted and decayed, although closer inspection reveals them to be sound. Each is set with small amber crystals that rest on the tops of the knuckles.

Once per day, *gauntlets of mindfire* can be activated to project a 15-foot cone-shaped burst of mental sickness. A successful DC 14 Fortitude save negates the effect. Any creature that fails its saving throw contracts a virulent form of mindfire. A victim can be infected only once; subsequent uses of this item on an infected target produce no further effect.

Mindfire has no incubation period—a victim immediately takes 1d4 points of Intelligence damage. Each day thereafter, a victim must succeed on a DC 14 Fortitude save or take another 1d4 points of Intelligence damage. If a victim succeeds on its Fortitude save two days in a row, it fights off the disease and takes no more damage.

Prerequisites: Craft Wondrous Item, *mind poison* (SC 141) or *mindfire* (CP 93).

Cost to Create: 5,500 gp, 440 XP, 11 days.



Gauntlets of the talon

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GAUNTLETS OF THE TALON [RELIC]

Price (Item Level): 4,000 gp (8th)
Body Slot: Hands
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: —
Weight: 2 lb.

These elegant gauntlets are made of a silvery metal and have a scaly surface. Each finger is tipped with a long talon made of sapphire.

Provided that you are lawful good, lawful neutral, or neutral good, *gauntlets of the talon* grant you two primary natural claw attacks that count as magic weapons for the purpose of overcoming damage reduction. Each claw deals 1d6 points of slashing damage (if you are Medium).

Relic Power: If you have established the proper divine connection and already have levels in the monk class, you are treated as if you were a monk of five levels higher than you actually are for the purposes of AC, unarmed damage, and the *ki* strike ability. This benefit doesn't stack with similar benefits (such as from a *monk's belt*). Also, you can treat your unarmed damage as either bludgeoning or slashing damage (chosen each time you attack).

To use the relic power, you must worship Bahamut and either sacrifice a 3rd-level divine spell slot or have the

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True Believer feat and at least 5 HD. If you sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD, the gauntlets also function as ghost touch weapons for the purpose of attacking incorporeal creatures. In addition, you gain a +4 bonus on grapple checks.

Lore: It is said that this silvery set of gauntlets was fashioned by Bahamut himself, then given to the master of a now-defunct order of monks (Knowledge [religion] DC 15).

Members of the order's inner circle eventually discovered the secret of their manufacture, but they managed to make only a few additional sets before their order was destroyed by followers of Tiamat (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *righteous might*.

Cost to Create: 2,000 gp, 160 XP, 4 days.

GAUNTLETS OF THROWING

Price (Item Level): 2,000 gp (6th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: —

This pair of flexible but tough maroon leather gauntlets has a complex sigil on each palm.

Gauntlets of throwing turn any handheld weapon into a deadly thrown weapon. When you activate *gauntlets of throwing*, you grant any one melee weapon you hold the throwing and returning properties (DMG 225–226) for 1 round.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *magic stone*, *telekinesis*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

GAUNTLETS OF WEAPONRY ARCANE

Price (Item Level): 6,000 gp (10th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: 1 lb.

These long, leather gauntlets extend far up the forearm. Silver stitching covers much of the leather, forming complex arcane runes.

Any weapon (even a nonmetallic one) you hold while wearing these gauntlets overcomes damage reduction as if it were a magic silvered weapon.

Prerequisites: Craft Wondrous Item, *magic weapon*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

GEM OF THE GLITTERDEPTH [RELIC]

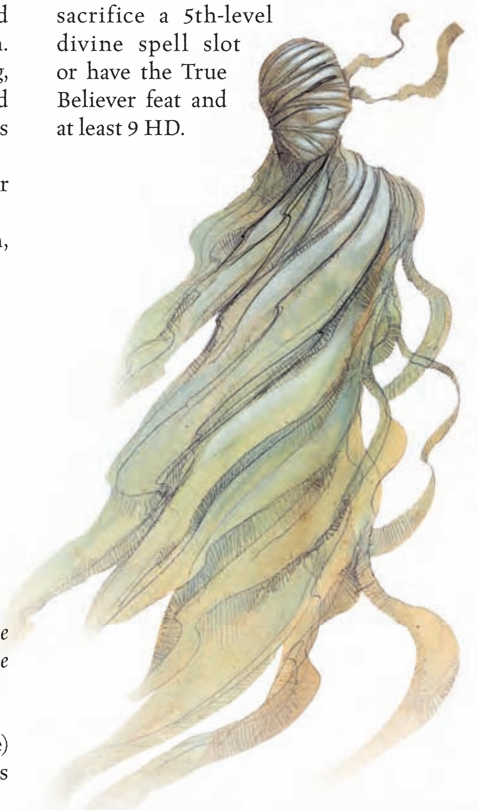
Price (Item Level): 4,500 gp (9th)
Body Slot: Throat
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: —
Weight: —

This black, thousand-faceted gem seems to sparkle with an inner fire regardless of the ambient light.

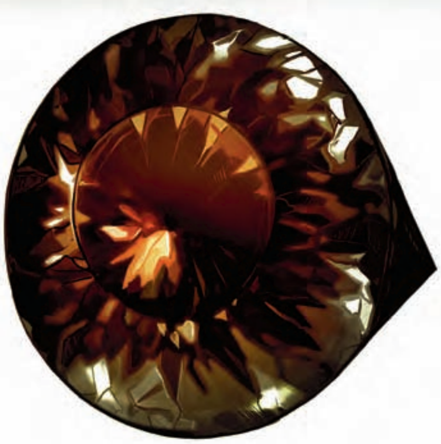
To gnomes, these gems are the very embodiment of the earth's blessings. When you wear a *gem of the glitterdepth*, you gain a +2 enhancement bonus to Wisdom if you are neutral good, lawful good, chaotic good, or neutral.

Relic Power: If you have established the proper divine connection, you also have blindsense out to 30 feet while wearing the gem. In addition, you know instinctively where the walls, ceiling, and floor are in any cavern you're in, no matter how large or what the illumination.

To use the relic power, you must worship Garl Glittergold and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.



Ghost shroud



Gem of the glitterdepth

Lore: According to legend, Moradin wrested the five original *gems of the glitterdepth* from the earth and gave them to Garl Glittergold, who cut and polished them and then hid them for his dedicated clergy to find (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *owl's wisdom*.

Cost to Create: 2,250 gp, 180 XP, 5 days.

GHOST SHROUD

Price (Item Level): 5,000 gp (9th)
Body Slot: Body
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: —
Weight: —

This shroud looks like a ghostly, translucent version of a winding cloth used to wrap a body for burial.

While wearing a *ghost shroud*, you gain a +1 deflection bonus to Armor Class. In addition, all your melee attacks can affect incorporeal creatures as if you were wielding a ghost touch weapon.

Prerequisites: Craft Wondrous Item, *create undead*, Knowledge (religion) 5 ranks.

Cost to Create: 2,500 gp, 200 XP, 5 days.

GHOUL GAUNTLETS

Price (Item Level): 10,000 gp (12th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) necromancy
Activation: Standard (command)
Weight: 1 lb.

These mottled leather gauntlets appear worn and threadbare.

Ghoul gauntlets have no effect when worn by a construct or undead creature. If you are a living creature, however, these gauntlets virtually meld with your flesh when you put them on, making your hands appear gaunt and rotting.

Once per round while wearing these gauntlets, you can make a melee touch attack that paralyzes the target for 1d6+2 rounds (Fort DC 13 negates). Elves are immune to this paralysis.

You can also deliver this attack as part of an unarmed strike, slam, claw, or similar natural attack made with the hand, but in that case, you must attack normally, not with a touch attack. If you die while wearing *ghoul gauntlets*, they revert to their normal appearance.

Prerequisites: Craft Wondrous Item, *ghoul touch*.

Cost to Create: 5,000 gp, 400 XP, 10 days.

GITHBORN TALISMAN

Price (Item Level): 1,800 gp (5th)
Body Slot: Throat
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: Immediate (command)
Weight: —

A swirl of carved arabesques marks the top of this otherwise austere gray stone pendant.

Both githyanki knights who captain astral longships and githzerai monks who hunt in rrakmas are known to wear these stones, which are designed for use against their most hated enemies. When you activate a *githborn talisman*, you gain a +2 insight bonus on attack rolls and weapon damage rolls against aberrations, as well as a +2 insight bonus on Will saves made against the extraordinary, supernatural, and spell-like abilities of aberrations. This benefit lasts for 1 round.

If you are a githyanki or githzerai, these bonuses improve to +4.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *owl's wisdom, true strike*.

Cost to Create: 900 gp, 72 XP, 2 days.

GLOVES OF AGILE STRIKING

Price (Item Level): 2,200 gp (6th)
Body Slot: Hands
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Swift (mental)
Weight: —

These forest-green silk gloves feel like a second skin.

Gloves of agile striking grant you brief bursts of impressive dexterity in combat. When you activate these gloves, you deal an extra 1d6 points of damage with ranged weapons and light weapons (as well as nonlight weapons that can be used with Weapon Finesse, such as a rapier). If you are delivering a skirmish attack (see the scout class, CAd 10), this bonus improves to 2d6. This effect lasts for 1 round.

This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *divine agility* (SC 69).

Cost to Create: 1,100 gp, 84 XP, 3 days.

GLOVES OF THE BALANCED HAND

Price (Item Level): 8,000 gp (11th)
Body Slot: Hands
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: —
Weight: —

Small, open hands formed of hardened leather rest upturned on the backs of each of these thin, brown gloves.

While wearing these gloves, you fight as though you possess the Two-Weapon Fighting feat. If you already have Two-Weapon Fighting, you can make an additional attack with your off hand as if using the Improved Two-Weapon Fighting feat.

Prerequisites: Craft Wondrous Item, *righteous might* or *Tenser's transformation*.

Cost to Create: 4,000 gp, 320 XP, 8 days.

GLOVES OF ELDRITCH ADMIXTURE

Price (Item Level): 2,500 gp (7th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) evocation
Activation: Swift (command)
Weight: —

Dark whorls stream across these leather gloves, dizzying the eye and clouding the mind.

Warlocks (CAr 5) prize these gloves, which allow them to enhance their *eldritch blasts* with pure energy. *Gloves of eldritch admixture* have 3 charges, which are renewed each day at dawn. Spending 1 or more charges adds extra damage to the next *eldritch blast* you make before the end of your turn. This damage can be acid, cold, or fire, as chosen by you each time you activate the gloves.

1 charge: +2d6 points of damage.
2 charges: +3d6 points of damage.
3 charges: +4d6 points of damage.

Prerequisites: Craft Wondrous Item, *Melf's acid arrow* or *vitriolic blast* invocation (CAr 136), *scorching ray* or *brimstone blast* invocation (CAr 132), *ray of ice* (SC 167) or *hellrime blast* invocation (CAr 134).

Cost to Create: 1,250 gp, 100 XP, 3 days.

GLOVES OF FLAME

Price (Item Level): 7,000 gp (11th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: — and standard (command)
Weight: 1/2 lb.

These leather gloves have steel plates sewn onto the backs of each hand and finger. Small black crystal shards are mounted on the back of each hand, glowing an eerie orange that highlights the swirling mark within. A faint smell of sulfur surrounds the gloves.

Gloves of flame provide you with the protection of an *endure elements* spell against cold temperatures and resistance to cold 5. These are continuous effects and require no activation.

In addition, five times per day you can utter the word "burn" in Ignan to generate flame in the palm of one hand. This flame is as bright as a torch and persists for up to 10 minutes or until you utter either of two other command words, each of which creates a particular effect and then extinguishes the flame.

"Scorch": Creates a 15-foot cone-shaped burst of fire that deals 5d4 points of fire damage (Reflex DC 11 half).

"Singe": Make a melee touch attack that deals 1d6+5 points of fire damage.

Prerequisites: Bind Elemental (ECS 51) or Craft Wondrous Item, *planar binding*.

Cost to Create: 3,500 gp, 280 XP, 7 days.

GLOVES OF FORTUNATE STRIKING

Price (Item Level): 2,000 gp (6th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: Immediate (mental)
Weight: —

These supple white leather gloves are embroidered with blue symbols of luck.

You can activate *gloves of fortunate striking* to reroll an attack roll that you've made before you know whether the attack succeeded. You must use the second result, even if it's lower. You can't use this ability if you have already rerolled the attack for any reason.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *true strike.*

Cost to Create: 1,000 gp, 40 XP, 2 days.

GLOVES OF INCARNUM THEFT

Price (Item Level): 8,000 gp (11th)
Body Slot: Hands
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: Standard (mental)
Weight: 1 lb.

These fine leather gloves are dyed midnight blue. A single ruby is set into the back of each.

While wearing *gloves of incarnum theft*, if you make a successful unarmed melee touch attack (as part of the activation) against a target with essentia, you gain 1 point of essentia and the target loses 1 point from its essentia pool (Will DC 15 negates). If the target has no essentia pool, the attack has no effect.

The stolen essentia can immediately be invested in any soulmeld, incarnum feat, or other essentia receptacle of yours with no action required, even if essentia investment wouldn't normally be allowed at this time. If you have no means of using essentia, you gain no benefit, but the target still loses the point. The stolen essentia remains in your essentia pool for 12 minutes, then returns to the original possessor.

Chakra Bind (Hands): If you bind *gloves of incarnum theft* to your hands chakra, you instead steal 2 points of essentia with a successful touch attack, and the save DC to resist its effect increases by 2. See Binding Items to Chakras (*MoI* 108) for more information.

Lore: The first *gloves of incarnum theft* were created by an arcane trickster named Hexandros who dabbled in incarnum use (Knowledge [the planes] DC 15).

Prerequisites: Craft Wondrous Item, *rend essentia* (*MoI* 104).

Cost to Create: 4,000 gp, 320 XP, 8 days.

GLOVES OF LIGHTNING

Price (Item Level): 2,000 gp (6th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Standard (command)
Weight: —

Strips of hardened blue leather run to the knuckles of this fingerless glove in a jagged lighting-bolt pattern.

Three times per day, you can make a ranged touch attack (range 30 feet) that deals 1d8+5 points of electricity damage. You gain a +3 bonus on the attack if the target is wearing metal armor (or is made out of metal, is carrying a lot of metal, and so on).

Prerequisites: Craft Wondrous Item, *shocking grasp.*

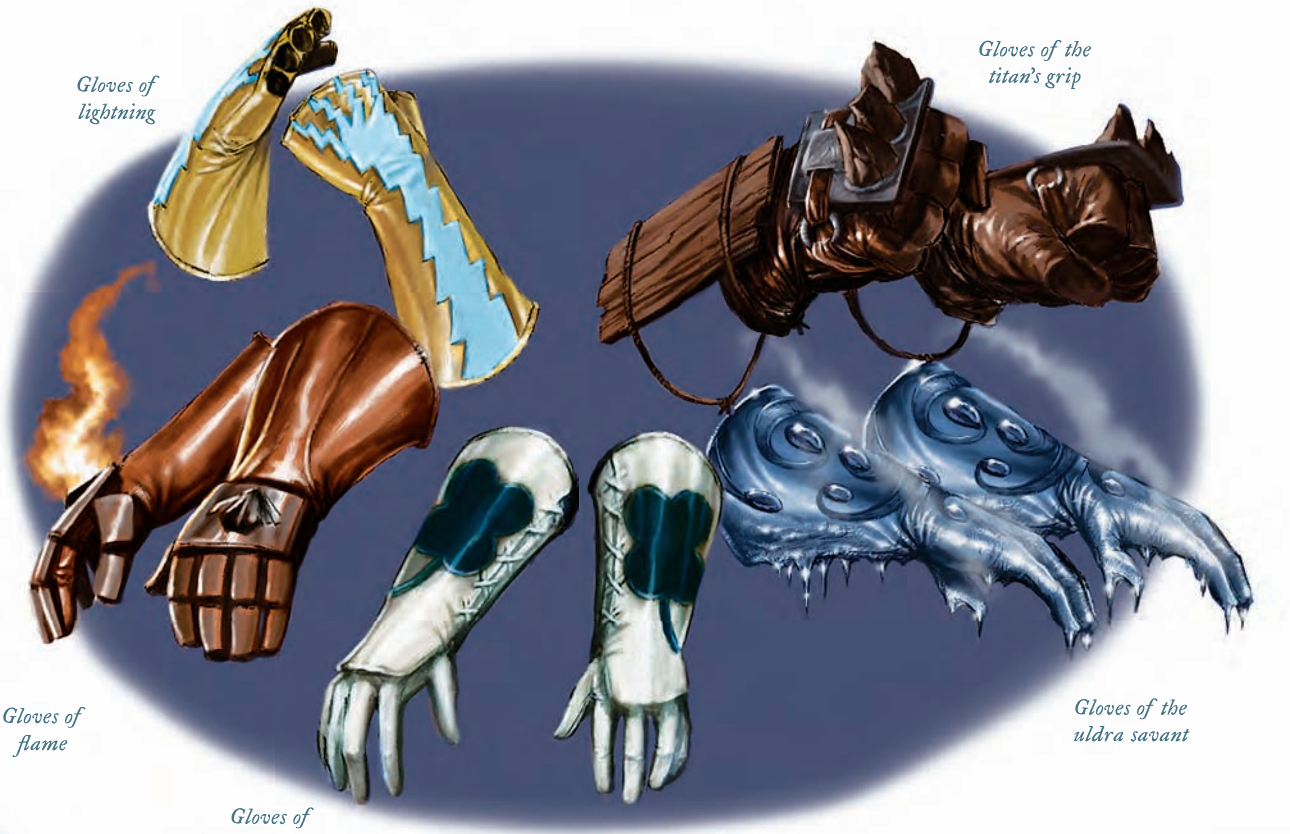
Cost to Create: 1,000 gp, 80 XP, 2 days.

GLOVES OF MANUAL PROWESS

Price (Item Level): 3,000 gp (7th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (mental)
Weight: —

This pair of fine, charcoal-gray leather gloves is exceptionally comfortable. They are so well made that they do not impair the sense of touch.

Gloves of manual prowess allow you to temporarily excel at tasks involving fine manual dexterity. These gloves have 3


Gloves of lightning
Gloves of the titan's grip
Gloves of flame
Gloves of fortunate striking
Gloves of the uldra savant

Illus. by B. Hagan

charges, which are renewed each day at dawn. Spending 1 or more charges grants you a competence bonus on the next Disable Device, Forgery, Open Lock, Sleight of Hand, or Use Rope check you make. You must begin the check within 1 round of activating the gloves. You can't apply this bonus when you take 10 or take 20—it only applies on a check you actually roll.

1 charge: +5 competence bonus.

2 charges: +7 competence bonus.

3 charges: +10 competence bonus.

Prerequisites: Craft Wondrous Item, *cat's grace*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

GLOVES OF OBJECT READING

Price (Item Level): 3,000 gp (7th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: —
Weight: —

The palms and fingertips of these white lace gloves are threaded with platinum.

While wearing these gloves and handling an inanimate object, you can learn details about that object's previous owner through the psychic impressions it has accumulated. The amount of information revealed depends on how long you study the object.

1st minute: Last owner's race.

2nd minute: Last owner's gender.

3rd minute: Last owner's age.

4th minute: Last owner's alignment.

5th minute: How last owner gained and lost the object.

6th+ minute: Next-to-last owner's race, and so on.

Gloves of object reading will not identify casual users as owners. (Anyone who uses an object to attack someone or something is not thereafter considered a casual user.)

An object without any previous owners, or without any owners in the past ten years, reveals no information. If you employ these gloves additional times on the same object, the information yielded is the same as the first time.

Prerequisites: Craft Wondrous Item, *scrying* or *object reading* (EPH 123).

Cost to Create: 1,500 gp, 120 XP, 3 days.

GLOVES OF SPELL DISRUPTION

Price (Item Level): 1,000 gp (4th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: —
Weight: —

Black striations run across the fingers of these red leather gloves.

If you hit a creature with a melee attack while it is casting a spell, add 5 to the DC of the Concentration check required to avoid losing the spell.

Prerequisites: Craft Magic Arms and Armor, *dispel magic*.

Cost to Create: 500 gp, 40 XP, 1 day.

GLOVES OF THE TITAN'S GRIP

Price (Item Level): 14,000 gp (14th)
Body Slot: Hands
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: 2 lb.

Banded with aged wood, rough metal, and chunks of stone, these oversized gloves rumble when flexed.

While wearing these gloves, you gain a +8 enhancement bonus on grapple checks. These gloves automatically activate when you enter a grapple, and the effect lasts for 7 rounds.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *bull's strength* or *grip of iron* (EPH 111).

Cost to Create: 7,000 gp, 560 XP, 14 days.

GLOVES OF THE ULDRA SAVANT

Price (Item Level): 3,100 gp (8th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Standard (command)
Weight: 2 lb.

Made from a pale blue metal and adorned with glowing, faint blue runes, these gloves are caked with layers of frost and ice.

While wearing these gloves, you can create a *ray of frost* at will.

In addition, three times per day, you can imbue any melee weapon held in your hand with the frost property (*DMG* 224) for 5 rounds.

Prerequisites: Craft Wondrous Item, *ray of frost*.

Cost to Create: 1,550 gp, 124 XP, 4 days.

GOGGLES OF DAY

Price (Item Level): 4,500 gp (9th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: —

The lenses of these goggles are made of silvered crystal, and the frames are hewn from smoky quartz.

When you place these goggles over your eyes, you can operate without penalty in preternaturally bright light, such as might result from a *flare*, *sunbeam*, or *sunburst* spell. These goggles also allow a vampire wearer to take a full-round action prior to dissolution when confronted with sunlight, as opposed to just a move or standard action.

Prerequisites: Craft Wondrous Item, *darkvision*.

Cost to Create: 2,250 gp, 180 XP, 5 days.

GOGGLES OF DRACONIC VISION

Price (Item Level): 16,000 gp (14th)
Body Slot: Face
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: — and standard (command)
Weight: 1 lb.

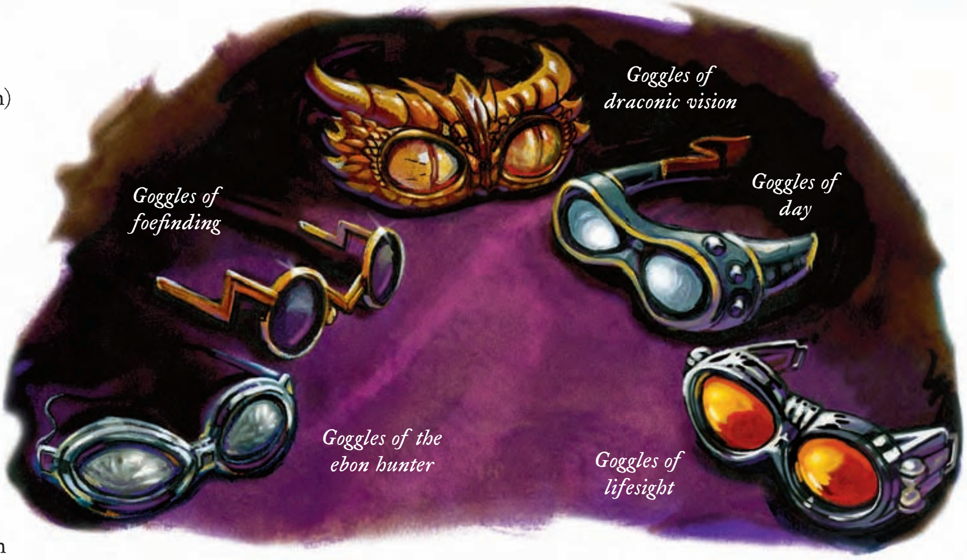
These goggles have unusually large, yellow-tinted lenses, with a dark stripe resembling a vertical pupil in the center of each.

Goggles of draconic vision grant you a +5 bonus on Spot checks, low-light vision, and darkvision out to 60 feet. In addition, while wearing them, you cannot be blinded by the cloud a hovering dragon creates (though the cloud still provides concealment for all within it). These are continuous effects and require no activation.

Once per day, you can activate the goggles to grant you blindsense out to 30 feet for 1 minute.

Prerequisites: Craft Wondrous Item, *dragonsight* (*SC* 73).

Cost to Create: 8,000 gp, 640 XP, 16 days.



Illus. by S. Ellis

GOGGLES OF THE EBON HUNTER

Price (Item Level): 18,000 gp (14th)
Body Slot: Face
Caster Level: 6th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: —

These goggles consist of coin-sized lenses set in a wire frame with a thin wire band apparently meant to secure them to the wearer's head.

Goggles of the ebon hunter grant you darkvision out to 30 feet, as well as a +1 competence bonus on attack rolls and damage rolls with ranged weapons.

Prerequisites: Craft Wondrous Item, *darkvision, true strike*.

Cost to Create: 9,000 gp, 720 XP, 18 days.

GOGGLES OF FOEFINDING

Price (Item Level): 2,500 gp (7th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: —
Weight: —

The lenses of these goggles continually fade back and forth between soot black and snow white.

When you attack foes that have cover while you wear *goggles of foefinding*, you can ignore the cover bonus to AC they would normally receive. The goggles do not, however, allow you to circumvent the effect of total cover.

Prerequisites: Craft Wondrous Item, *clairvoyance/clairaudience*.

Cost to Create: 1,250 gp, 100 XP, 3 days.

GOGGLES OF LIFESIGHT

Price (Item Level): 2,000 gp (6th)
Body Slot: Face
Caster Level: 9th
Aura: Moderate; (DC 19) divination
Activation: Standard (command)
Weight: 1 lb.

The lenses of these goggles are hewn from smoky quartz. A tiny hourglass decorates the upper corner of each side of the frame.

When you activate these goggles, you automatically know whether any visible creature within 30 feet is alive, dead, undead, or neither alive nor dead (such as a construct). This power can be blocked by any effect that would prevent the effect of a *detect undead* spell.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *deathwatch*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

GOODBERRY BRACELET

Price (Item Level): 2,000 gp (6th)
Body Slot: Arms
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Standard (manipulation)
Weight: —

Hanging from this simple silver bracelet are a number of charms that look like berries.

A *goodberry bracelet* provides basic nourishment and minor healing to its wearer and her allies. Each day at dawn, as long as it is worn, this bracelet creates five silver, berry-shaped charms. When plucked from the bracelet, a charm becomes an edible berry with magical properties equivalent to those created by a *goodberry* spell, except that no character can benefit from more than one berry per day. Regardless of whether the charm is eaten, removed but uneaten, or still on the bracelet, all charms and berries created by the bracelet disappear 24 hours after they are created.

If you also wear a magic item that grants a bonus to your Wisdom score, you can add half the bonus granted by that item to the healing provided by each berry. For example, a character wearing this bracelet and a *periapt of Wisdom +4* would create berries that heal 3 points of damage (instead of just 1 point).

Prerequisites: Craft Wondrous Item, *goodberry*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

GREATER PIWAFWI

Price (Item Level): 6,500 gp (10th)
Body Slot: Shoulders
Caster Level: 5th
Aura: Faint; (DC 17) abjuration, illusion
Activation: —
Weight: 1 lb.

Formed of fine gray cloth smoother and lighter than silk, this delicate cloak is covered in a fine layer of spider webs.

A *greater piwafwi* grants you resistance to fire 5 and a +5 competence bonus on Hide checks. A lesser version of this item is equivalent to a *cloak of elvenkind* (*DMG* 253).

Lore: The drow created piwafwis to conceal their scouts and warriors from the eyes of enemies. They claim that the *cloaks of elvenkind* crafted by their surface cousins are mere copies of these items (Knowledge [arcana] or Knowledge [dungeoneering] DC 15).

Prerequisites: Craft Wondrous Item, *invisibility, resist energy*, drow.

Cost to Create: 3,250 gp, 260 XP, 7 days.

GREATREACH BRACERS

Price (Item Level): 2,000 gp (6th)
Body Slot: Arms
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: Swift (command)
Weight: 5 lb.

This pair of arm-length, leathery bracers is sewn from blackened sinews and tendons.

Sometimes called "choker sleeves" due to their appearance and effect, these pliable bracers allow you to attack from a surprising distance. When you activate *greatreach bracers*, your arms stretch and elongate, extending your reach by 10 feet for 1 round.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *enlarge person*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

GWAERON'S BELT

Price (Item Level): 21,000 gp (15th)
Body Slot: Waist
Caster Level: 13th
Aura: Strong; (DC 21) transmutation
Activation: Standard (command)
Weight: 1 lb.

This belt of tightly woven, white human hair has several blue and orange crystals braided evenly through it.

A *Gwaeron's belt* has two abilities, each of which functions once per day.

The first command causes your weapon to burst into flames (as the flaming weapon property; *DMG* 224) for 12 rounds.

The second command produces a *wind walk* effect, as the spell, but affecting only you.

Lore: The first of these belts was created for Gwaeron Windstrom, a legendary tracker and master of wilderness lore who served as an intercessor between mortals and various wilderness deities (Knowledge [nature] DC 15).

Some claim that Gwaeron Windstorm has ascended to the status of demigod, and a few shrines even exist in his name (Knowledge [nature] DC 20).

Prerequisites: Craft Wondrous Item, *flame blade, wind walk*.

Cost to Create: 10,500 gp, 840 XP, 21 days.

GWAERON'S BOOTS

Price (Item Level): 6,000 gp (10th)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: 1 lb.

These boots are formed of intricately knotted and interwoven green ropes. Small buds and leaves sprout from several of the larger fibers.

While wearing these boots, you are affected as if by a *pass without trace* spell. In addition, you produce no smell and cannot be detected by the scent extraordinary ability.

Lore: See *Gwaeron's belt*.

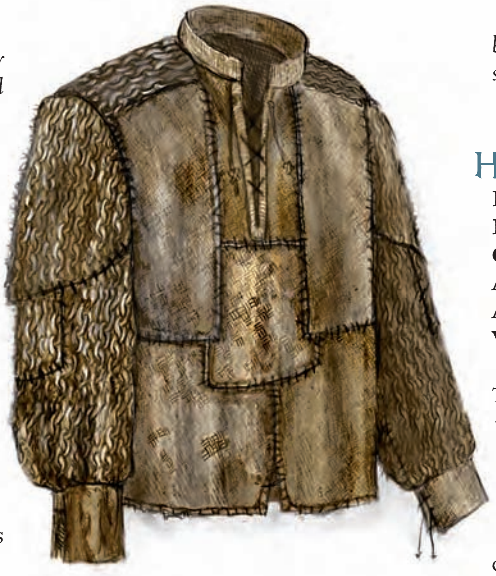
Prerequisites: Craft Wondrous Item, *pass without trace*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

HAIR SHIRT OF SUFFERING

Price (Item Level): 3,400 gp (8th)
Body Slot: Torso
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: — and standard (command)
Weight: 1 lb.

Layers of coarse brown horsehair make up this stiff, crudely woven shirt.



Hair shirt of suffering

A *hair shirt of suffering* provides a +1 enhancement bonus to your existing natural armor. (A creature without natural armor has an effective natural armor bonus of +0.) This is a continuous effect and requires no activation.

You can also activate the shirt to use *cure serious wounds* on any creature other than yourself (healing 3d8+9 points of damage). This ability functions once per day.

Prerequisites: Craft Wondrous Item, *barkskin, cure serious wounds*.

Cost to Create: 1,700 gp, 136 XP, 4 days.

HAND OF THE OAK FATHER

Price (Item Level): 5,000 gp (9th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) divination, transmutation
Activation: Standard (command)
Weight: 1 lb.

This intricately detailed hand was carved from oak bark and dangles from a crude loop of twine.

A *hand of the oak father* has six abilities, each of which functions once per day: *barkskin, entangle, goodberry, plant growth, speak with plants*, and *tree shape*. All abilities function as the spells of the same name.

A *hand of the oak father* has hardness 10 and resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10.

Prerequisites: Craft Wondrous Item, *barkskin, entangle, goodberry, plant growth, speak with plants, tree shape*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

HAT OF ANONYMITY

Price (Item Level): 12,500 gp (13th)
Body Slot: Head
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: —
Weight: 1 lb.

This plain black hat has a broad brim and a wide black silk band.

This hat obscures you from detection, allowing you to blend into a crowd with ease. While you wear it, you are under a continuous *nondetection* effect and have a +5 bonus on Hide checks.

Prerequisites: Craft Wondrous Item, *nondetection*.

Cost to Create: 6,250 gp, 500 XP, 13 days.

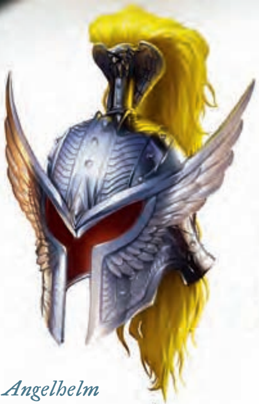
HEADBAND OF CONSCIOUS EFFORT

Price (Item Level): 2,000 gp (6th)
Body Slot: Head
Caster Level: 6th
Aura: Moderate; (DC 18) transmutation
Activation: Immediate (mental)
Weight: —

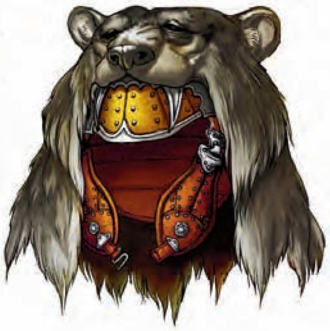
The front of this delicate golden headband is set with an array of three matched tiger's-eye gems that seem to glow with inner fire.

While wearing a *headband of conscious effort*, you can attempt a Concentration check

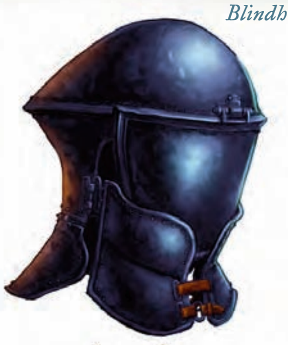
Illus. by E. Cox



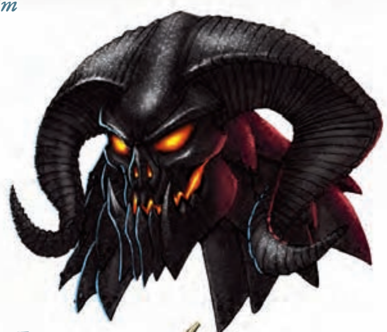
Angelhelm



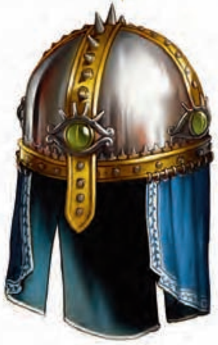
Bear helm



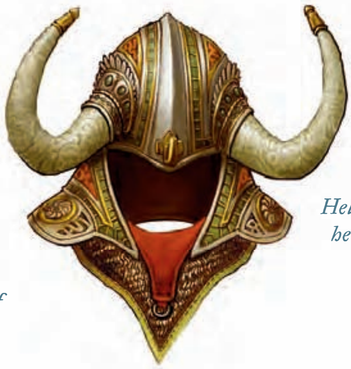
Blindhelm



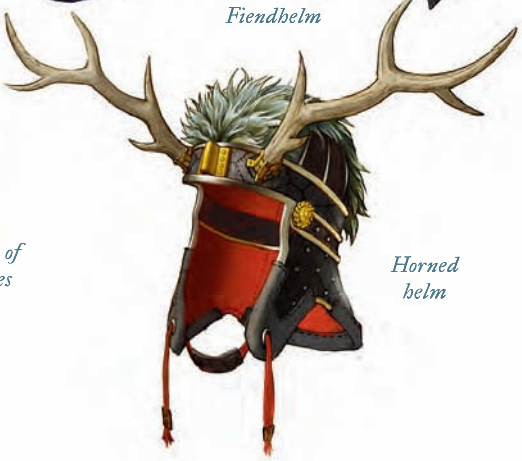
Fiendhelm



Helm of gazes



Helm of heroes



Horned helm

Illus. by J. Zhang

instead of a required Fortitude saving throw once per day.

Prerequisites: Craft Wondrous Item, Combat Casting, *bear's endurance*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

HEADBAND OF THE LOREBINDER

Price (Item Level): 1,600 gp (5th)
Body Slot: Head
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: — and standard (command)
Weight: —

The face of this blue-green metal circlet is stamped with the image of a blank, open scroll.

A *headband of the lorebinder* grants a +4 sacred bonus on bardic knowledge checks (and on a loremaster's lore checks). This is a continuous effect and requires no activation.

Three times per day, you can activate the headband to gain the effect of a *read magic* spell. This ability lasts for 30 minutes.

Prerequisites: Craft Wondrous Item, *read magic*, bard.

Cost to Create: 800 gp, 64 XP, 2 days.

HEALING BELT

Price (Item Level): 750 gp (3rd)
Body Slot: Waist
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: — and standard (command)
Weight: 1 lb.

This broad leather belt is studded with three moonstones.

While wearing a *healing belt*, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage.
2 charges: Heals 3d8 points of damage.
3 charges: Heals 4d8 points of damage.

Prerequisites: Craft Wondrous Item, *cure moderate wounds*.

Cost to Create: 500 gp, 40 XP, 1 day.

HEARTSEEKING AMULET

Price (Item Level): 3,000 gp (7th)
Body Slot: Throat
Caster Level: 15th
Aura: Strong; (DC 22) transmutation
Activation: Swift (command)
Weight: —

Light reflects from this tiny, dark, three-tined amulet like the full moon shining on a tranquil swamp.

A *heartseeking amulet* allows your weapon to pierce armor and scaled hides as if they were air. When you activate this amulet, the next melee attack you make is made as a melee touch attack instead. If you don't make a melee attack by the end of your turn, the effect is wasted.

A *heartseeking amulet* functions three times per day.

Lore: Many sunsets ago in the swamps of the lizardfolk, the Lizard King battled the Lava Children. Though he pierced them repeatedly with his trident, they were immune to the metal of his weapon; it passed through them as if they did not exist. Eventually, he drowned the Lava Children's champions in brackish pools and drove their menace back into the magma bowels below the Geyser Fens (Knowledge [history] DC 15).

Eventually, he was able to imbue his own trident not just with the ability to ignore metal but also to pass nearly all physical defenses. Today that secret has been replicated in the tiny amulets that resemble his mighty weapon (Knowledge [history] DC 20).

Prerequisites: Craft Wondrous Item, *true strike*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

HELLCAT GAUNTLETS

Price (Item Level): 3,200 gp (8th)
Body Slot: Hands
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: Swift (command)
Weight: —

The fingers of these gray and scarlet gauntlets end in sharp talons, and a faint odor of brimstone rises from them.

When you activate *hellcat gauntlets*, the next spell you cast during your turn that targets a single creature also deals 1d6 points of slashing damage per level of the spell, unless the spell has no effect on the target (due to spell resistance or a save negating the spell, for example), in which case the extra damage is negated.

This ability functions three times per day, but it can't be activated in consecutive rounds.

Prerequisites: Craft Wondrous Item, *spectral hand*, *keen edge*.

Cost to Create: 1,600 gp, 128 XP, 4 days.

HELM OF BATTLE

Price (Item Level): 2,000 gp (6th)
Body Slot: Head
Caster Level: 5th
Aura: Moderate; (DC 17) transmutation
Activation: Swift (command)
Weight: —

This elegant mithral helm is light, yet sturdy.

A *helm of battle* is a useful tool if you favor tactical maneuvers over brute force. When you activate the helm, you gain a +2 bonus on the next attack roll or ability check you make to attempt a bull rush, disarm, overrun, sunder, or trip attempt during your turn.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *fox's cunning*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

HELM OF GAZES

Price (Item Level): 5,000 gp (9th)
Body Slot: Head
Caster Level: 13th
Aura: Strong; (DC 21) abjuration
Activation: —
Weight: 3 lb.

This mirror-bright steel cap is set with three tiger's-eye gems, each one looking in a different direction.

Each time you would be required to roll a save against a gaze attack, a *helm of gazes* automatically absorbs the gaze (with no action required). This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *spell turning*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

HELM OF GLORIOUS RECOVERY

Price (Item Level): 5,600 gp (10th)
Body Slot: Head
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: Swift (command)
Weight: 3 lb.

This magnificent helmet is chased with gold and silver, and set with three yellow topazes.

Developed by a militant, lawful good sect for its paladins, these helmets are potent healing devices. Once per day, this helmet can heal you of 4d8+7 points of damage.

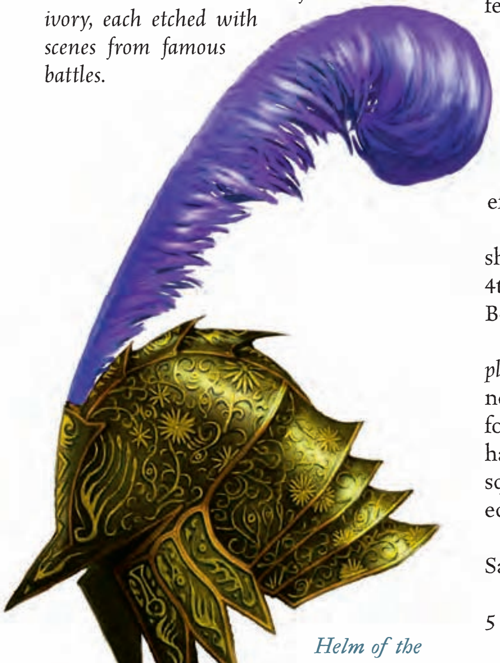
Prerequisites: Craft Wondrous Item, *cure critical wounds*.

Cost to Create: 2,800 gp, 224 XP, 6 days.

HELM OF HEROES

Price (Item Level): 5,600 gp (10th)
Body Slot: Head
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: —
Weight: 1 lb.

This iron helm bears horns of ivory, each etched with scenes from famous battles.



Helm of the purple plume

A *helm of heroes* is prized by marshals (*MH* 11), because it allows them to better direct their allies in battle. When you wear this helm and use your grant move action ability, you can choose instead to grant each affected character a single melee attack (using each ally's full base attack bonus). This ability's activation is a part of the grant move action activation.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *shout*.

Cost to Create: 2,800 gp, 224 XP, 6 days.

HELM OF THE PURPLE PLUME [RELIC]

Price (Item Level): 4,500 gp (9th)
Body Slot: Head
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: —
Weight: 4 lb.

This golden helm covers three-quarters of the face and sports a large, purple feather.

Symbolic of honor and justice, the purple plume marks a warrior of particular valor and conspicuous honor. While wearing a *helm of the purple plume*, you have a +2 enhancement bonus to Charisma if you are lawful good, neutral good, or lawful neutral.

Relic Power: If you have established the proper divine connection, you also gain a +5 morale bonus on saving throws against fear effects while you wear the helm. Not only are you more resistant to fear, but exposure to fear actually emboldens you. Whenever you successfully save against a fear effect, you receive the benefit of a *heroism* spell for 10 rounds. If you have immunity to fear, you automatically gain this benefit whenever you are subjected to a fear effect from an enemy.

To use the relic power, you must worship Heironeous and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD.

Lore: The original *helms of the purple plume* were given as trophies to the winners of jousting tournaments held by followers of Heironeous. Since then, they have passed from noble knight to brave squire throughout the centuries (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *heroism*.

Cost to Create: 2,250 gp, 180 XP, 5 days.

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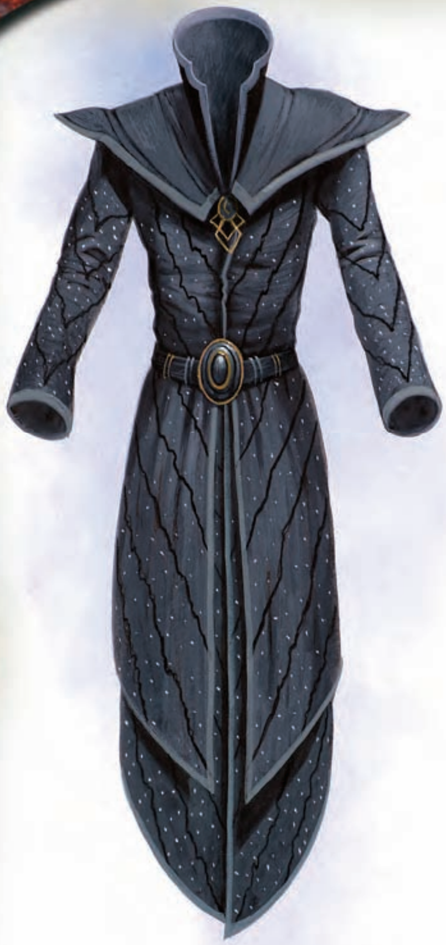


Impervious vestment

HEXBANDS

Price (Item Level): 3,100 gp (8th)
Body Slot: Arms
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: — and swift (command)
Weight: 3 lb.

These hexagonal, cold iron bands are sized to fit over the biceps and bear various arcane runes.

Hexblades (CW 5) rely on these items to enhance their curse power and their combat prowess. While worn, *hexbands* increase the save DC of your hexblade's curse by 1. This is a continuous effect and requires no activation.

In addition, when you activate your *hexbands*, you can add your Charisma bonus (if any) on weapon damage rolls you make against any creature currently affected by your hexblade's curse. This benefit lasts for 1 round, and this ability functions five times per day.

Prerequisites: Craft Wondrous Item, *eagle's splendor.*

Cost to Create: 1,550 gp, 124 XP, 4 days.

HORNED HELM

Price (Item Level): 8,000 gp (11th)
Body Slot: Head
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: 1 lb.

This dark leather helm has an open face, and a pair of deer antlers rises from the forehead.

When you place a *horned helm* on your head, the antlers join solidly with your skull. These antlers grant you a natural secondary gore attack that deals 1d8 points of damage plus half your Strength bonus. The antlers are treated as a magic weapon for the purpose of overcoming damage reduction.

Prerequisites: Craft Wondrous Item, *haste, magic fang.*

Cost to Create: 4,000 gp, 320 XP, 8 days.

IMPERVIOUS VESTMENT

Price (Item Level): 34,000 gp (16th)
Body Slot: Torso
Caster Level: 18th
Aura: Strong; (DC 24) evocation
Activation: — and standard (command)
Weight: 3 lb.

This black silk robe is embroidered with adamantine thread in an elegant waterfall pattern.

An *impervious vestment* grants a +5 armor bonus to your Armor Class. This is a continuous effect and requires no activation.

In addition, you can command it once per day to create a *blade barrier* as a ringed wall of whirling blades only (20 feet high, up to 90 feet in diameter, centered on your current location). This effect lasts for 18 minutes or until dismissed as a standard action. As long as you wear the vestment, you can pass through your barrier without harm, though you receive no such protection against any other *blade barrier.*

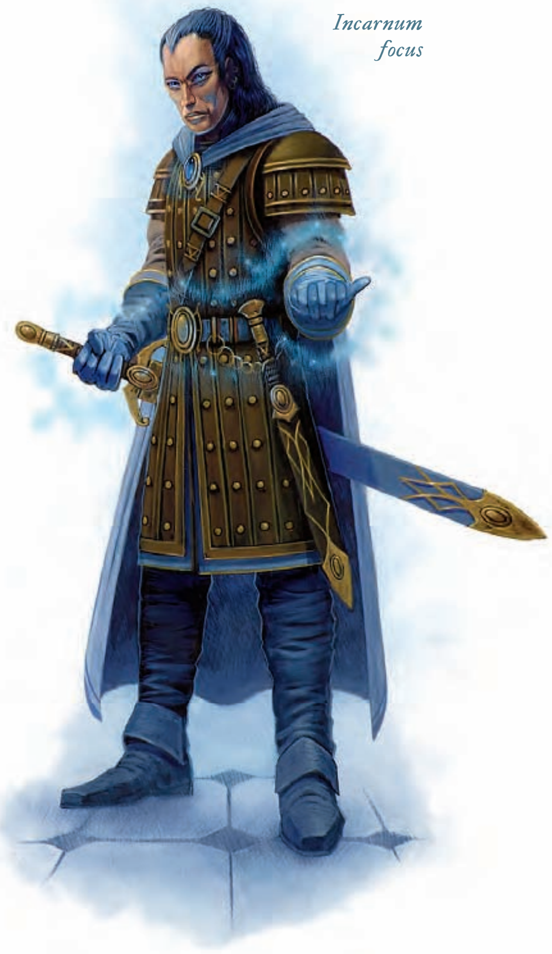
Prerequisites: Craft Wondrous Item, *blade barrier, mage armor.*

Cost to Create: 17,000 gp, 1,360 XP, 34 days.

INCARNUM FOCUS

Price (Item Level): 15,000 gp (14th)
Body Slot: See table
Caster Level: 6th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: See table

This item is forged or carved of a blue material, and a tiny star sapphire has been set into it.



Incarnum focus

INCARNUM FOCUS

Item	Chakra	Body Slot	Weight
Incarnum bracers	Arms	Arms	1 lb.
Incarnum goggles	Brow	Face	1 lb.
Incarnum circlet	Crown	Head	—
Incarnum boots	Feet	Feet	2 lb.
Incarnum gauntlets	Hands	Hands	2 lb.
Incarnum vestments	Heart	Torso	1 lb.
Incarnum cloak	Shoulders	Shoulders	1 lb.
Incarnum robe	Soul	Body	2 lb.
Incarnum amulet	Throat	Throat	—
Incarnum belt	Waist	Waist	1 lb.

While worn, an *incarnum focus* adds 1 to the essentia capacity of any soulmeld occupying or bound to the chakra it matches (up to a maximum capacity equal to your Constitution bonus). See *Magic of Incarnum* for information on essentia, soulmelds, and chakras.

Wearing an *incarnum focus* does not prevent you from binding a soulmeld to the corresponding chakra. This is a specific exception to the normal rule against binding a soulmeld to the same chakra as a worn magic item.

Ten different kinds of *incarnum focus* exist, one for each chakra (see the table)

Chakra Bind (Any): While an *incarnum focus* is bound to its chakra, any soulmeld occupying or bound to the same chakra can't be unshaped except by you, nor can any essentia invested in it be lost or drained, except as part of the normal reallocation process.

You can bind an *incarnum focus* to its matching chakra even if it is already occupied by a shaped or bound soulmeld. See Binding Items to Chakras (*MoI* 108) for more information.

Prerequisites: Craft Wondrous Item, Split Chakra (*MoI* 41), essentia pool.

Cost to Create: 7,500 gp, 600 XP, 15 days.

INQUISITOR BRACERS

Price (Item Level): 1,500 gp (5th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: Swift (command)
Weight: 1 lb.

The harsh suns carved into these heavy steel bracers resemble grim versions of the normally forgiving visage of Pelor, god of the sun.

Inquisitor bracers provide a potent method for sorting out normal townsfolk from conniving vampires or similarly stealthy undead. After you activate these bracers, the next melee attack you make before the end of your turn includes a *cure moderate wounds* effect (in addition to the normal damage dealt by the attack). Ideally, this effect damages its undead target and reveals its evil nature, but in cases of mistaken identity, at least the healing helps counteract the damage dealt to a living (and possibly innocent) target.

You can't use these bracers as part of a touch attack—only as part of a normal melee attack. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *cure moderate wounds.*

Cost to Create: 750 gp, 60 XP, 2 days.

KI STRAPS

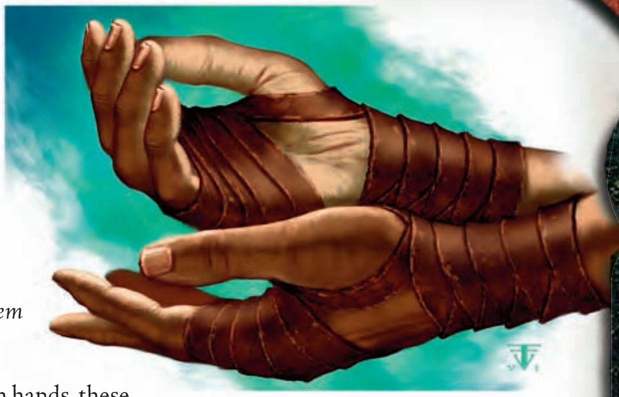
Price (Item Level): 5,000 gp (9th)
Body Slot: Hands
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: —

These two leather straps seem worn and frayed at the edges.

When wrapped around both hands, these straps grant a +2 enhancement bonus to the DC of your Stunning Fist attack (or any other effect gained by expending daily uses of that feat).

Prerequisites: Craft Wondrous Item, Stunning Fist, *magic weapon*.

Cost to Create: 2,500 gp, 200 XP, 5 days.



Ki straps

LENSES OF BRIGHT VISION

Price (Item Level): 600 gp (3rd)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) evocation
Activation: Swift (command)
Weight: —

These thin, yellow quartz lenses are the size of two coins.

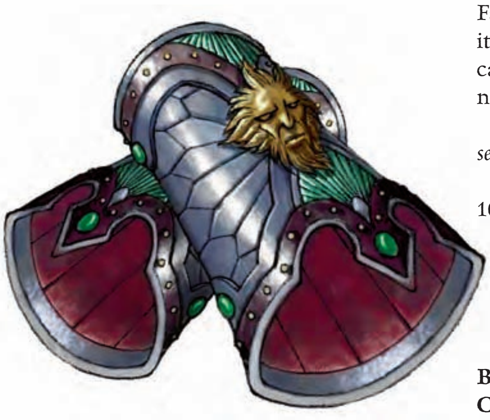
Lenses of bright vision allow you to project light from your eyes. When placed over your eyes (a standard action), these lenses meld into your face, and the irises of your eyes take on a faint yellow hue.

When you activate the lenses, they create a 15-foot cone of bright light emanating from your eyes. Unlike normal light sources, the lenses produce no shadowy illumination. The illumination lasts for 10 minutes or until you expend another swift action to douse it. Treat this effect as a 0-level spell for the purpose of interacting with *darkness* effects.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *light.*

Cost to Create: 300 gp, 24 XP, 1 day.



Inquisitor bracers

LENSES OF TRUE FORM

Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 13th
Aura: Strong; (DC 21) divination
Activation: — and standard (command)
Weight: —

These lenses are small, clear, crystalline constructions set into a golden frame.

When you place these lenses over your eyes, they become all but invisible (Spot DC 30 to notice). While wearing the lenses, you gain a +10 circumstance bonus on Spot checks to see through a disguise. This is a continuous effect and requires no activation.

In addition, once per day you can activate the lenses to force a single shapeshifted creature within 30 feet to resume its natural form. The target creature can attempt a DC 14 Will save to resist. Failure means it immediately assumes its natural form, shape, and size, and it cannot assume a different shape for the next 2d4 rounds.

Prerequisites: Craft Wondrous Item, *true seeing, dispel magic* or *greater dispel magic.*

Cost to Create: 5,000 gp, 400 XP, 10 days.

LIGHTNING GAUNTLETS

Price (Item Level): 1,000 gp (4th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) evocation

Illus. by F. Vohwinkel & J. Zhang

Activation: Standard (command)
Weight: 1 lb.

Threads of copper run along the fingers of these finely crafted black leather gloves.

Each pair of *lightning gauntlets* has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to deal electricity damage to an adjacent target. No attack roll is required, but a successful DC 14 Reflex save halves the damage dealt.

1 charge: 2d6 points of electricity damage.

2 charges: 3d6 points of electricity damage.

3 charges: 4d6 points of electricity damage.

Prerequisites: Craft Wondrous Item, *shocking grasp*.

Cost to Create: 500 gp, 40 XP, 1 day.

LIGHTNING TUNIC

Price (Item Level): 8,000 gp (11th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: Swift (command)
Weight: 1 lb.

A pattern of lightning bolts adorns this fine, blue linen tunic.

A *lightning tunic* allows you to punish attackers with crackling electricity. This tunic has 3 charges, which are renewed each day at dawn. Spending 1 or more charges creates an electrical field around your body, which deals electricity damage to anyone striking you with a natural attack or nonreach melee weapon. This effect lasts for 3 rounds once activated, and it does not harm you or your gear.

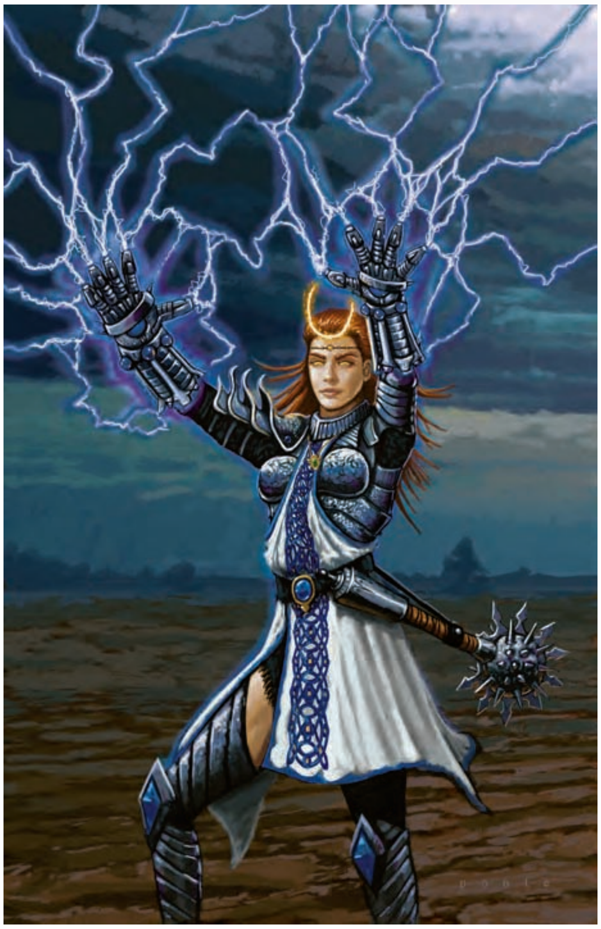
1 charge: 2d6 points of electricity damage.

2 charges: 3d6 points of electricity damage.

3 charges: 4d6 points of electricity damage.

Prerequisites: Craft Wondrous Item, *shocking grasp*.

Cost to Create: 4,000 gp, 320 XP, 8 days.



Lightning gauntlets

LOCKPICKING RING

Price (Item Level): 3,500 gp (8th)
Body Slot: Ring
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: — and standard (manipulation)
Weight: —

This large ring is set with a faceted ruby. Closer inspection reveals a tiny trigger near the base of the stone.

Hidden below the stone in this ring is a set of tiny prongs, wires, and other small devices that spring out when the trigger is depressed. Using a *lockpicking ring* grants you a +5 competence bonus on Open Lock checks. This is a continuous effect and requires no activation.

In addition, you can activate the ring once per day to use *knock*. You must touch the ring to the portal you want to open.

Prerequisites: Forge Ring, *knock*.

Cost to Create: 1,750 gp, 140 XP, 4 days.

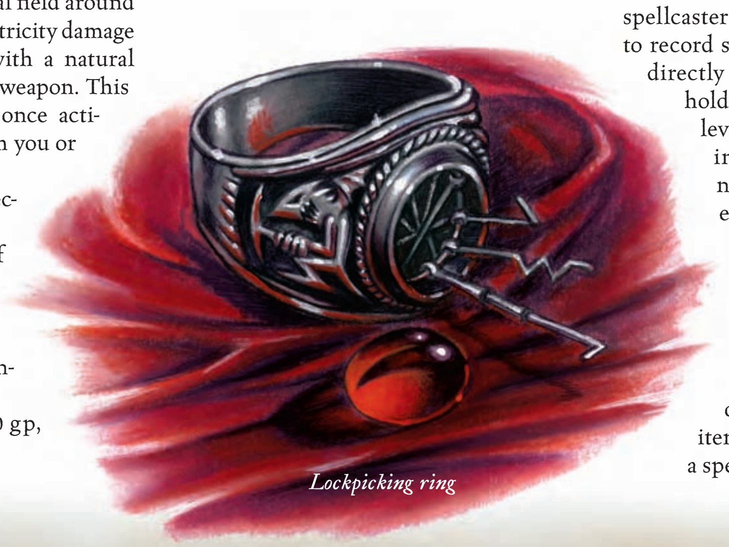
LORE GEM

Price (Item Level): 7,500 gp (11th)
Body Slot: Head
Caster Level: 11th
Aura: Moderate; (DC 20) divination
Activation: — and full-round (mental)
Weight: —

This oval purple gem is flat on one side. Images of strange runes seem to materialize and dissipate within it.

A *lore gem* affixes to your forehead and can be easily removed (requiring a standard action either way). While it is worn, you can better focus your mind and memory, gaining a +2 competence bonus on Knowledge checks, though you must spend a full round in contemplation to gain this bonus. This is a continuous effect and requires no activation.

Additionally, a *lore gem* acts as a spellbook, allowing a wizard (or any other spellcaster who requires a spellbook) to record spells into and prepare spells directly from the *lore gem*. The gem holds up to thirty spells of any levels, and recording a new spell into a *lore gem* requires the normal amount of time and expense. You can also erase an existing spell as a standard action. A newly created *lore gem* is empty of spells, but a *lore gem* recovered as treasure might have spells recorded within, at the DM's option. If so, the value of the item should increase as if it were a spellbook.



Lockpicking ring

Illus. by M. Poole & R. Spencer

Prerequisites: Craft Wondrous Item, *legend lore, secret page.*

Cost to Create: 3,750 gp, 300 XP, 8 days.

MANTLE OF SECOND CHANCES

Price (Item Level): 12,000 gp (13th)
Body Slot: Shoulders
Caster Level: 10th
Aura: Moderate; (DC 20) divination
Activation: Immediate (mental)
Weight: —

This mantle is made of brilliant blue cloth that is smooth to the touch, like silk. Symbols representing various elements of good fortune are embroidered along its hem in white and silver.

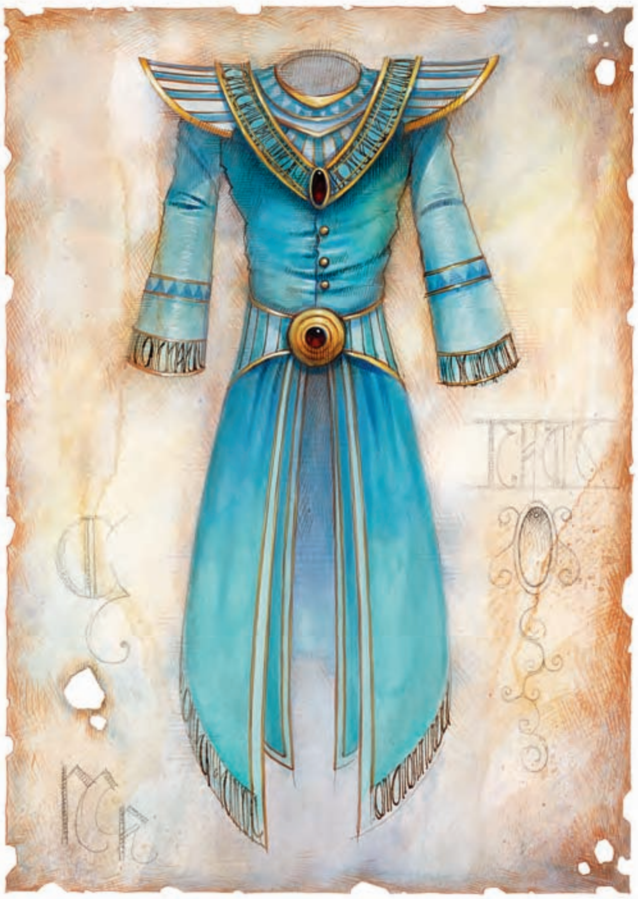
Once per day you can tap into the power of good fortune. When you do so, you can reroll one roll that you have just made before the DM declares whether it resulted in success or failure. You must accept the result of the reroll, even if it's worse than the original roll. You can access the mantle's power even if you already have a similar ability from a class feature (such as the granted power of the Luck domain).

Lore: A human bard named Elva, who had a knack for getting herself into tight situations, designed the original *mantle of second chances* (Knowledge [history] DC 15).

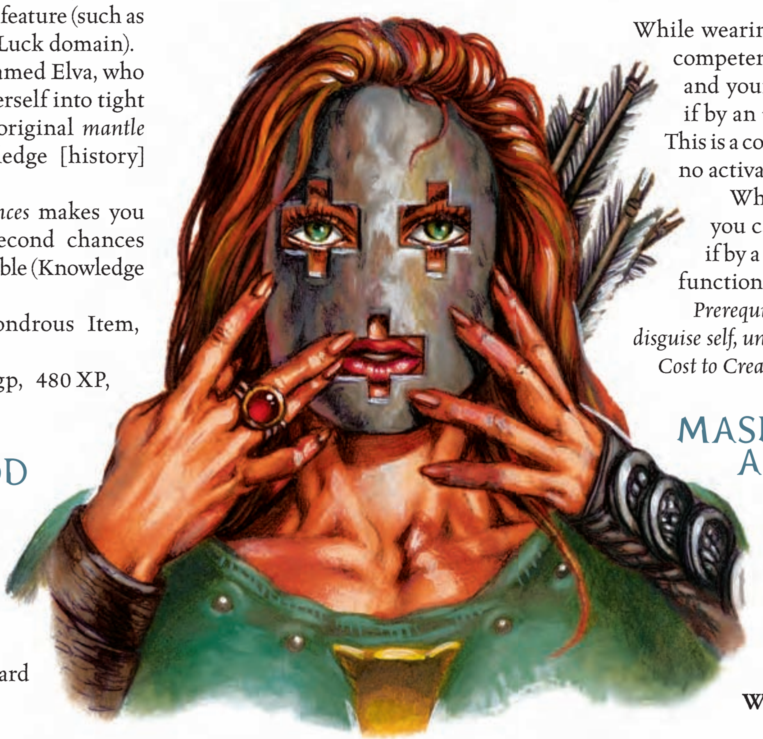
A *mantle of second chances* makes you lucky and allows you second chances when none should be possible (Knowledge [history] DC 20).

Prerequisites: Craft Wondrous Item, Luck domain.

Cost to Create: 6,000 gp, 480 XP, 12 days.



Mantle of second chances



Mask of lies

MASK OF BLOOD

Price (Item Level): 3,300 gp (8th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) enchantment
Activation: — and standard (mental)
Weight: 1 lb.

Rivulets of blood gush down the flensed face of this red metal mask.

If you are wearing a *mask of blood* when you enter a rage or frenzy, that ability lasts for 1 round longer than normal. This is a continuous effect and requires no activation.

The liquid flowing over a *mask of blood* is normally harmless, but when you activate the mask, you can spit a stream of blood as a ranged touch attack (range 30 feet). This stream deals 4d6 points of acid damage to the target. This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *Melf's acid arrow, rage.*

Cost to Create: 1,650 gp, 132 XP, 4 days.

MASK OF LIES

Price (Item Level): 4,500 gp (9th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: — and swift (mental)
Weight: 1 lb.

This black, featureless mask has cross-shaped slits where the wearer's eyes and mouth should be.

While wearing this mask, you gain a +5 competence bonus on Bluff checks and your alignment is disguised as if by an *undetectable alignment* spell. This is a continuous effect and requires no activation.

When you activate the mask, you can alter your appearance as if by a *disguise self* spell. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *disguise self, undetectable alignment.*

Cost to Create: 2,250 gp, 180 XP, 5 days.

MASK OF MENTAL ARMOR

Price (Item Level): 4,000 gp (8th)
Body Slot: Face
Caster Level: 9th
Aura: Moderate; (DC 19) abjuration
Activation: —
Weight: —

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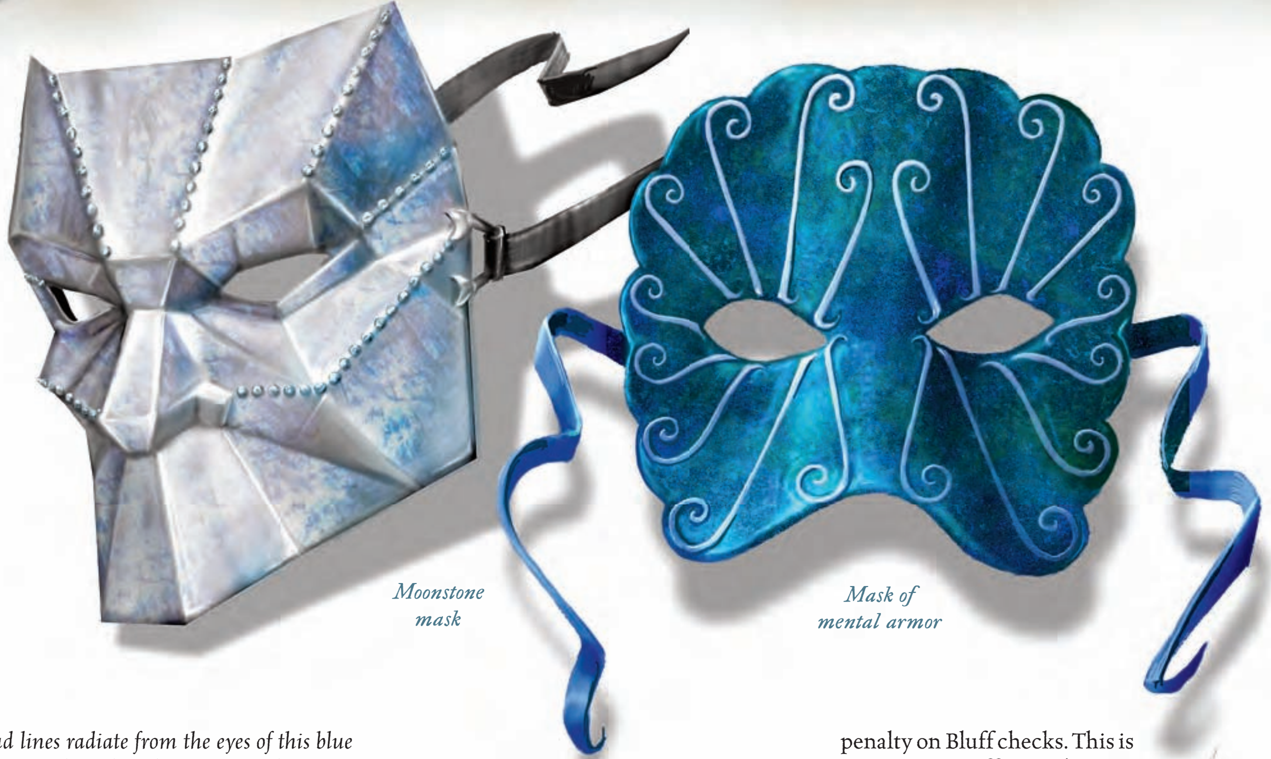


Moonstone mask

Mask of mental armor

Illus. by A. Stokes

Broad lines radiate from the eyes of this blue leather mask, each ending in a spiral.

You gain a +3 resistance bonus on saving throws against mind-affecting spells and abilities.

Prerequisites: Craft Wondrous Item, *spell resistance.*

Cost to Create: 2,000 gp, 160 XP, 4 days.

MASK OF SILENT TRICKERY

Price (Item Level): 5,000 gp (9th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (mental)
Weight: —

This pale gray mask is designed to cover the left half of your face. A moonstone is set into its cheek.

A *mask of silent trickery* allows you to cast certain spells without others hearing you. When you activate this mask, you can omit the verbal component of the next enchantment or illusion spell you cast before the end of your turn (as if applying the Silent Spell feat to it, but without altering the spell's level or casting time).

This ability functions two times per day.

Prerequisites: Craft Wondrous Item, Silent Spell, *silence.*

Cost to Create: 2,500 gp, 200 XP, 5 days.

MASK OF SWEET AIR

Price (Item Level): 2,000 gp (6th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: —
Weight: —

Cut to cover the mouth and nose, this clear crystal half-mask has tiny, bubblelike imperfections that mar the interior surface of.

While wearing a *mask of sweet air,* you can breathe freely in air fouled by smoke, dust, and fumes without fear of suffocation. You gain a +5 bonus on saves against airborne stench attacks and inhaled poisons, such as the stench of a troglodyte or the effect of *cloudkill.*

Prerequisites: Craft Wondrous Item, *freedom of breath* (Snd 116), *neutralize poison.*

Cost to Create: 1,000 gp, 80 XP, 2 days.

MEDAL OF GALLANTRY

Price (Item Level): 1,350 gp (5th)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration
Activation: — and swift (command)
Weight: —

This silver brooch is shaped like the sun. A golden cabochon adorns the center.

A *medal of gallantry* grants you a +2 bonus on Diplomacy checks but imposes a –2 penalty on Bluff checks. This is a continuous effect and requires no activation.

Three times per day, you can activate the medal to use *sanctuary* on yourself. If you attack while protected by this effect, you take a –1 morale penalty on that attack and all subsequent attacks for 1 hour afterward.

Prerequisites: Craft Wondrous Item, *sanctuary.*

Cost to Create: 675 gp, 54 XP, 2 days.

MESMERIST'S GLOVES

Price (Item Level): 8,000 gp (11th)
Body Slot: Hands
Caster Level: 13th
Aura: Strong; (DC 21) enchantment
Activation: Free (mental)
Weight: 1 lb.

These dark leather gloves have patterns of swirling, multicolored lines embroidered onto the palms.

Mesmerist's gloves allow a spellcaster to affect an extra target with her enchantment spells. Any time you cast an enchantment spell of 3rd level or lower that targets an enemy, you can activate this item to have the spell also target another enemy within 10 feet of the original target.

This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *mass suggestion.*

Cost to Create: 4,000 gp, 320 XP, 8 days.

MIND BLADE GAUNTLET

Price (Item Level): 24,000 gp (15th)
Body Slot: Hands
Caster Level: 10th
Aura: Moderate; (DC 20) conjuration
Activation: Free (mental)
Weight: 1 lb.

A shimmering opalescent gleam shifts slowly across this leather gauntlet.

A *mind blade gauntlet* allows a soulknife to enhance the power of his mind blade. Each *mind blade gauntlet* is created with a particular weapon property with a market price modifier of +2 (such as collision) that can be used by a soulknife with the mind blade enhancement class feature (see the soulknife class description, *EPH* 26).

When you expend your psionic focus while manifesting your mind blade, the blade gains the weapon property designated by the gauntlet. This effect lasts for 1 minute.

If you split your mind blade into two matching blades, the effect applies only to the mind blade manifested through the *mind blade gauntlet*. Unlike most items that occupy the hands body slot, you can wear two *mind blade gauntlets* simultaneously, allowing an effect to be applied to each mind blade (but not two effects to one mind blade).

Prerequisites: Craft Magic Arms and Armor, mind blade.

Cost to Create: 12,000 gp, 960 XP, 24 days.

MIND BLADE GAUNTLET, GREATER

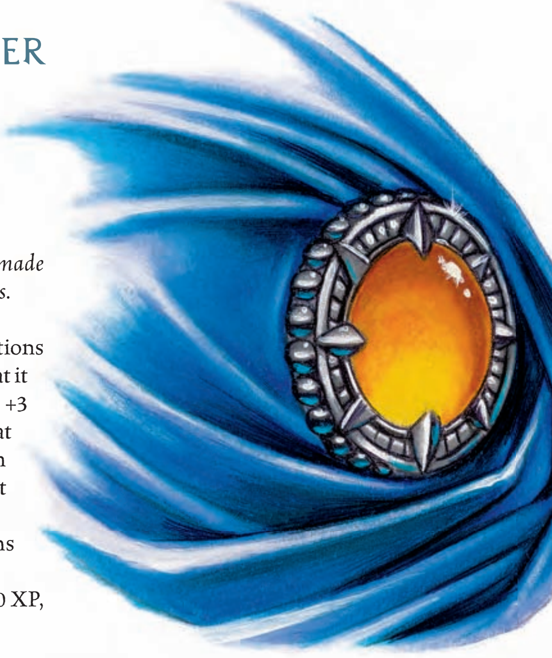
Price (Item Level): 42,000 gp (17th)
Caster Level: 15th
Aura: Strong; (DC 22) conjuration

This softly glowing gauntlet seems made from seamless cloth spun from opals.

A *greater mind blade gauntlet* functions as a *mind blade gauntlet*, except that it holds a weapon property with a +3 bonus market price modifier that can be used by a soulknife with the mind blade enhancement class feature.

Prerequisites: Craft Magic Arms and Armor, mind blade.

Cost to Create: 21,000 gp, 1,680 XP, 42 days.



Medal of gallantry

MIND BLADE GAUNTLET, LESSER

Price (Item Level): 10,000 gp (12th)
Caster Level: 5th
Aura: Faint; (DC 17) conjuration

This soft leather gauntlet has an opalescent shine.

A *lesser mind blade gauntlet* functions as a *mind blade gauntlet*, except that it holds a weapon property with a +1 bonus market price modifier that can be used by a soulknife with the mind blade enhancement class feature.

Prerequisites: Craft Magic Arms and Armor, mind blade.

Cost to Create: 5,000 gp, 400 XP, 10 days.

MINDVAULT

Price (Item Level): 8,000 gp (11th)
Body Slot: Head
Caster Level: 9th
Aura: Moderate; (DC 19) necromancy
Activation: Immediate (command)
Weight: —

This circlet bears a tiny gem, which appears to have a hollow cage deep within its facets.

A *mindvault* offers its wearer temporary shelter from effects that would influence his mind. When you activate a *mindvault*, your consciousness is transferred into the gem held in the circlet for 1 round. While this effect lasts, you are immune to mind-affecting spells and abilities. However, you are dazed in that round as well.

You can activate a *mindvault* after you learn the result of an incoming mind-affecting spell, but before the effect is applied. For example, after failing your Will save and learning that an enemy wizard has affected you with *dominate person*, you could activate your *mindvault* before the domination takes effect (thus negating it entirely).

A *mindvault* functions once per day.

You must wear a *mindvault* for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

Prerequisites: Craft Wondrous Item, *magic jar*.

Cost to Create: 4,000 gp, 320 XP, 8 days.

MITHRAL BELLS

Price (Item Level): 3,700 gp (8th)
Body Slot: Arms
Caster Level: 3rd
Aura: Faint; (DC 16) evocation
Activation: — and standard (thrown); see text
Weight: 1 lb.

A number of tiny silvery bells adorn this glistening bracelet, each sculpted with swirling and curving embellishments.

As long as at least one of the eleven bells that adorn this bracelet remain, it provides a +2 competence bonus on Perform checks.

The bells are easily detached, allowing you to remove and throw one up to 40 feet. When it reaches the end of its trajectory, the bell explodes in a *sound burst*, as the spell. Once activated, a bell is expended and cannot be used again. When the last bell is removed, the bracelet loses all magic.

Prerequisites: Craft Wondrous Item, *sound burst*, bard.

Cost to Create: 1,850 gp, 148 XP, 4 days.

MONOCLE OF PERUSAL

Price (Item Level): 6,500 gp (10th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: — and standard (command)
Weight: —

Illus. by R. Spencer

This lens is made of smoothly polished crystal and set inside an ebony band. It is attached to a black leather cord tied into a loop to secure it to the wearer's clothing when not in use.

This lens provides you with a +5 competence bonus on Appraise checks. This is a continuous effect and requires no activation.

Furthermore, it allows you to use *identify* three times per day.

Prerequisites: Craft Wondrous Item, *identify*.

Cost to Create: 3,250 gp, 260 XP, 7 days.

MOONSTONE MASK

Price (Item Level): 15,000 gp (14th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) divination, transmutation
Activation: —
Weight: 1 lb.

Highlights of moonstone accentuate every ridge and curve of this angular silver mask.

A *moonstone mask* grants you a +5 competence bonus on Listen and Spot checks, as well as darkvision out to 30 feet.

Prerequisites: Craft Wondrous Item, *clairaudience/clairvoyance, darkvision*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

NECKLACE OF COPPER DRAGON SCALES

Price (Item Level): 570 gp (3rd)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration
Activation: Swift (command)
Weight: 1 lb.

Six coin-sized copper dragon scales adorn this simple brown cord.

Upon touching one of the six scales that make up this necklace and uttering a command word, you gain resistance to acid 5 for 1 hour. Once all six scales are used, the necklace becomes dull and loses its magic.

Prerequisites: Craft Wondrous Item, *resist energy*.

Cost to Create: 285 gp, 22 XP, 1 day.

NECKLACE OF WARNING

Price (Item Level): 4,000 gp (8th)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: —
Weight: 1 lb.

This short necklace is composed of white jade and tiny sapphires.

A *necklace of warning* warns you of impending danger, granting you a +2 bonus to your flat-footed AC (up to a maximum value equal to your normal AC).

Prerequisites: Craft Wondrous Item, *augury*.

Cost to Create: 2,000 gp, 160 XP, 4 days.

PEARL OF SPEECH

Price (Item Level): 600 gp (3rd)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) divination
Activation: — and standard (command)
Weight: —

This large blue pearl is shot through with criss-crossing brown, green, and gold veins.

These items were originally created by drow and used to command their slaves without stooping to learn their foul languages. The secret of creating *pearls of speech* long ago became known to bards and others who rely on languages. When you place a *pearl of speech* upon your tongue (a standard action), it is absorbed into your mouth until you speak the proper command word to release it. While absorbed, the pearl grants you the ability to speak and understand a specific language, such as Dwarven or Draconic. Each pearl is created for a specific language, and you can have only one *pearl of speech* active at a time.

In addition, while the pearl is active, it can be activated to produce a *command* effect once per day (Will DC 11 negates).

Prerequisites: Craft Wondrous Item, *command, tongues*.

Cost to Create: 300 gp, 24 XP, 1 day.

PENDANT OF JOY

Price (Item Level): 4,000 gp (8th)
Body Slot: Throat
Caster Level: 5th
Aura: Moderate; (DC 17) enchantment
Activation: —
Weight: —

This teardrop-shaped amulet is made of blue-green crystal.

When it is worn by a character who has at least 1 power point, a *pendant of joy* subtly reaches out to nearby minds, touching them with feelings of pleasure and contentment. All creatures within 30 feet (including the wearer) gain a +2 morale bonus on Diplomacy checks.

Prerequisites: Craft Wondrous Item, *calm emotions*.

Cost to Create: 2,000 gp, 160 XP, 4 days.

PHOENIX HELM

Price (Item Level): 6,500 gp (10th)
Body Slot: Head
Caster Level: 9th
Aura: Moderate; (DC 19) abjuration
Activation: See text
Weight: 3 lb.

This helm is forged of copper and inlaid with silver and gold. The whole piece is stylized in the shape of a phoenix with its wings unfurled, its legs guarding the temples, and its head adorning the brow.

A *phoenix helm* grants you low-light vision. This is a continuous effect and requires no activation.

In addition, you can use each of the following abilities once per day: *feather fall, resist energy,* and *speak with animals* (birds only). Each of these abilities can be used as a standard (command) action except *feather fall*, which requires an immediate (command) action to activate.

Prerequisites: Craft Wondrous Item, *feather fall, low-light vision* (SC 134), *resist energy, speak with animals*.

Cost to Create: 3,250 gp, 260 XP, 7 days.

PIERCER CLOAK

Price (Item Level): 900 gp (4th)
Body Slot: Shoulders
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (mental)
Weight: —

The back of this dark cloak depicts a silver spear pointed downward.

The wearer of a *piercer cloak* can make devastating attacks when positioned above her enemy. When you activate a *piercer cloak*, any attack you make on your current turn from higher ground (*PH* 151) deals an extra 1d6 points of damage. If you charge your enemy from at least 10 feet above him, this extra damage increases to 2d6. This benefit lasts for 1 round.

This ability functions three times per day.

Lore: When the Halfling Rain came to Holtberg—the seven nights when halfling thieves pounced from rooftops onto passersby, assassinating them or knocking them out and taking every last stitch they owned—many of the thieves wore these cloaks (Knowledge [history] or Knowledge [local] DC 15).

Prerequisites: Craft Wondrous Item, *bull's strength, jump.*

Cost to Create: 450 gp, 36 XP, 1 day.

PLATINUM HELM [RELIC]

Price (Item Level): 5,000 gp (9th)
Body Slot: Head
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: Swift (command)
Weight: 3 lb.

This scaled metal helm covers the entire face. A pair of large, fully spread dragon wings is attached at the temples.

A *platinum helm* imbues you with the essence of Bahamut, lord of the good dragons. While wearing it, you are immune to the frightful presence of evil dragons if you are lawful good, neutral good, or lawful neutral.

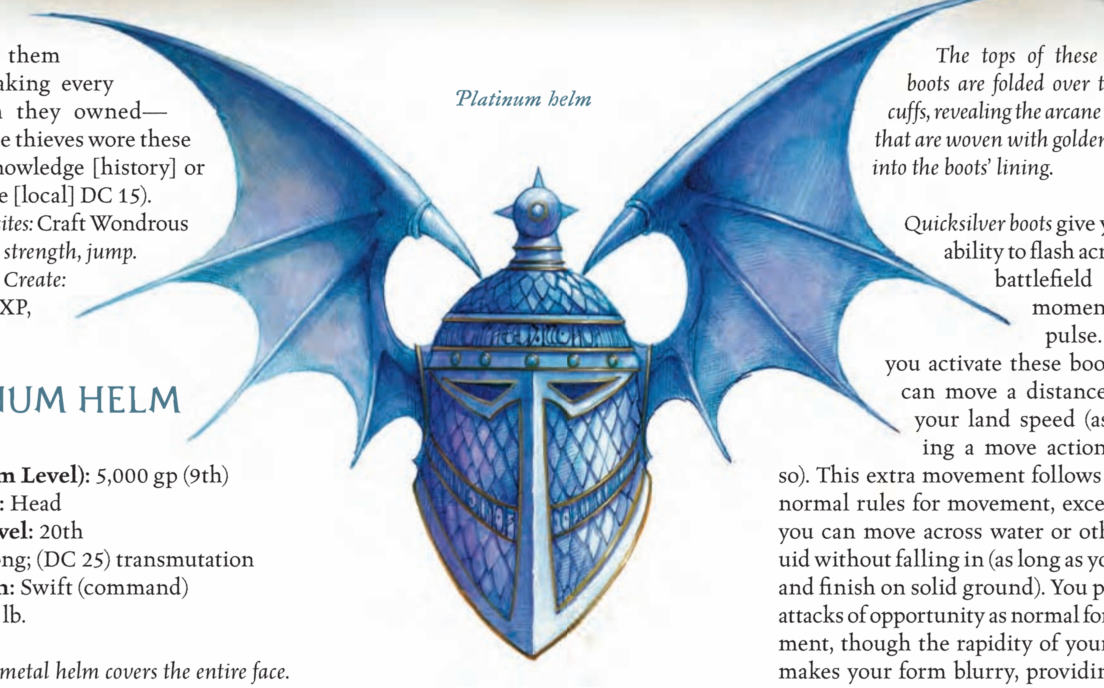
Relic Power: If you have established the proper divine connection, you can activate the helm as you make an attack to create a frightful presence effect. When you do so, each foe within 60 feet of you must succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Cha modifier) or be panicked (if it has 4 or fewer HD) or shaken (if it has 5 or more HD) for 4d6 rounds. This ability functions three times per day.

To use the relic power, you must worship Bahamut and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD. If you sacrifice an 8th-level spell slot or have the True Believer feat and at least 15 Hit Dice, you can command the helm once per day to grant you blindsense with a 60-foot range for 1 hour.

Lore: The seven original *platinum helms* were given to the gold dragons that served as Bahamut's consorts. In the centuries since, they have passed to his servants on the Material Plane (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *fear* or frightful presence, *true seeing.*

Cost to Create: 2,500 gp, 200 XP, 5 days.



Platinum helm

PSIONATRIX

Price (Item Level): 8,000 gp (11th)
Body Slot: Throat
Caster Level: 8th
Aura: Moderate; (DC 19) varies
Activation: —
Weight: —

This heavy bronze amulet features a pair of wings that cover the upper chest. At the pendant's center rests a glimmering, multifaceted crystal.

Each discipline of psionics has its own *psionatrix.* Wearing one adds a +1 enhancement bonus to the save DC of powers of the appropriate discipline. For example, the DC to resist *psionic suggestion* is 1 higher when the caster wears a *psionatrix of telepathy.*

The glow in the heart of the central crystal varies depending on its school: light blue (clairsentience), green (metacreativity), red (psychokinesis), violet (psychometabolism), orange (psychoportation), and yellow (telepathy).

Prerequisites: Craft Wondrous Item, specialized in the appropriate discipline.

Cost to Create: 4,000 gp, 320 XP, 8 days.

QUICKSILVER BOOTS

Price (Item Level): 3,500 gp (8th)
Body Slot: Feet
Caster Level: 5th
Aura: Faint; (DC 17) illusion
Activation: Swift (command)
Weight: —

The tops of these leather boots are folded over to make cuffs, revealing the arcane symbols that are woven with golden thread into the boots' lining.

Quicksilver boots give you the ability to flash across the battlefield with a moment's impulse. When you activate these boots, you can move a distance up to your land speed (as if using a move action to do so). This extra movement follows all the normal rules for movement, except that you can move across water or other liquid without falling in (as long as you start and finish on solid ground). You provoke attacks of opportunity as normal for movement, though the rapidity of your travel makes your form blurry, providing concealment against such attacks.

This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *blur, expeditious retreat.*

Cost to Create: 1,750 gp, 140 XP, 4 days.

RAGS OF RESTRAINT

Price (Item Level): 3,200 gp (8th)
Body Slot: Torso
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: Swift (command)
Weight: —

The ancient strips of cloth that make up this ragged shirt are dirty and tattered.

Rags of restraint allow you to channel *ki* power to heal your own injuries. When you activate this item, you must either expend a daily use of your Stunning Fist feat (if you are a monk) or a daily use of your *ki* power class feature (if you are a ninja). Doing so heals you of damage equal to your monk or ninja level (or the sum of both if you have both classes).

Prerequisites: Craft Wondrous Item, *cure serious wounds,* wholeness of body or *ki* power.

Cost to Create: 1,600 gp, 128 XP, 4 days.

RAPIDSTRIKE BRACERS

Price (Item Level): 3,100 gp (8th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: —

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This pair of polished mithral bracers are of simple but elegant craftsmanship, contoured to fit the forearms perfectly.

Rapidstrike bracers increase the accuracy of a monk's flurry of blows. When you activate these bracers, you gain a +2 competence bonus on attack rolls made as part of a flurry of blows until the end of your turn.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *haste.*

Cost to Create: 1,550 gp, 124 XP, 4 days.

REACH GAUNTLETS

Price (Item Level): 500 gp (3rd)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: —

Each of these gauntlets bears a brass plate set with a faceted pale blue crystal on the back of the hand.

If you are a psionic character, *reach gauntlets* allow you to temporarily create a telekinetic extension of your normal attacks. You must spend 1 power point to activate the gauntlets, effectively extending your normal reach by 5 feet for all melee attacks you make until the end of your turn.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *mage hand* or *extend reach* (CP 89).

Cost to Create: 250 gp, 20 XP, 1 day.

REARGUARD'S CAPE

Price (Item Level): 2,000 gp (6th)
Body Slot: Shoulders
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: 3 lb.

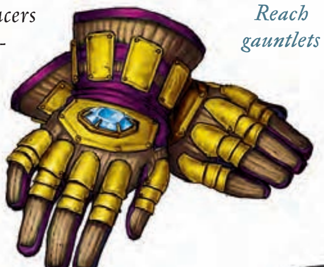
Emblazoned upon the white cloth of this cloak is an azure shield with two crossed black swords in front of it.

If you are a marshal (*MH* 11), a *rearguard's cape* provides you with a potent ability whenever you and your allies are outnumbered. If the number of visible, active enemies within 60 feet of you exceeds the number of your visible, active allies (including yourself) within 60 feet, you can activate this cape. While it is active, the bonus granted by your minor and major auras improves by 2.

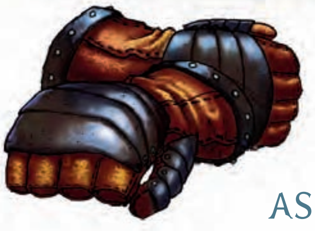
This benefit lasts for 10 rounds or until you and your allies are no longer outnumbered. This ability functions once per day.

Prerequisites: Craft Wondrous Item, *eagle's splendor.*

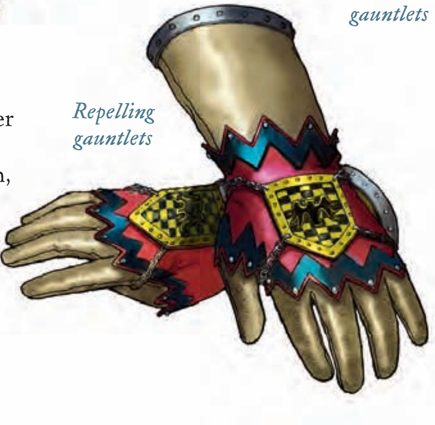
Cost to Create: 1,000 gp, 160 XP, 2 days.



Reach gauntlets



Rending gauntlets



Repelling gauntlets

Illus. by J. Zhang

RECIPROCAL BRACERS

Price (Item Level): 5,000 gp (9th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Immediate (command)
Weight: —

These dark adamantine bracers are slightly difficult to separate, as if a magical field attracts them to one another.

Warriors tired of taking more damage than they deal out appreciate the power of *reciprocal bracers*, which allow them to turn their enemies' powerful strikes against them. If you score a hit in melee against someone who scored a critical hit or sneak attack against you since your last turn, you can activate these bracers to automatically consider your attack roll a critical threat. You must still confirm the critical hit as normal.

This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *keen edge.*

Cost to Create: 2,500 gp, 200 XP, 5 days.

REINS OF ASCENSION

Price (Item Level): 3,300 gp (8th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: 1 lb.

These sturdy leather reins are stitched with images of horses soaring through the air.

These reins allow your mount to briefly break the bonds of gravity. *Reins of ascension* have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants your mount a benefit as described below.

1 charge: +10 competence bonus on Jump checks for 10 rounds.

2 charges: Fly at normal land speed (average maneuverability) for 5 rounds.

3 charges: Fly at double normal land speed (perfect maneuverability) for 1 round.

Prerequisites: Craft Wondrous Item, *fly, jump.*

Cost to Create: 1,650 gp, 132 XP, 4 days.

RELIQUARY HOLY SYMBOL

Price (Item Level): 1,000 gp (4th)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) evocation
Activation: —
Weight: —

This hollow holy symbol holds a pinch of dust and a fragment of bone.

As the repository of a tiny fragment of a long-dead high priest of a particular deity, a *reliquary holy symbol* functions just like any other holy symbol. In addition, for each of the following prerequisites that you meet, the holy symbol grants you one additional daily use of your turn or rebuke undead ability.

- At least 5 ranks in Knowledge (religion)
- Improved Turning feat
- At least one divine feat (*CD* 77)

Each *reliquary holy symbol* is crafted for a specific deity and is only useful to characters dedicated to that deity (or in the case of a character who isn't devoted to a specific deity, whose alignment matches that of the deity). For example, a *reliquary holy symbol of Heironeous* can be used by any cleric of Heironeous, or by any lawful good character.

Prerequisites: Craft Wondrous Item, turn undead.

Cost to Create: 500 gp, 40 XP, 1 day.

RENDING GAUNTLETS

Price (Item Level): 3,610 gp (8th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) evocation
Activation: Swift (command)
Weight: —

These heavy, fingerless leather gloves bear shining adamantine bands across the knuckles.

These masterwork spiked gauntlets allow you to tear the flesh of any creature you strike with at least two weapons. If you deal damage to a creature with at least two different weapons or natural attacks on your turn, you can activate *rending gauntlets* to deal an extra 2d6 points of damage with the second attack.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *shatter*.

Cost to Create: 1,500 gp (plus 610 gp for masterwork spiked gauntlets), 120 XP, 3 days.

REPELLING GAUNTLETS

Price (Item Level): 2,300 gp (6th)
Body Slot: Hands
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Immediate (command)
Weight: —

Dark birds of prey, four small chains, and a black-and-yellow checkered field adorn these leather gloves.

Inspired by the spells of the legendary wizard Bigby, these gloves help keep enemies at a safe distance. You can activate *repelling gauntlets* only when a visible enemy moves into a square adjacent to you. That enemy must attempt a DC 17 Reflex save; if this fails, it is immediately pushed 5 feet away from you and it loses any remaining movement allowed in that action (though it can use additional actions to move farther).

For example, if a wolf (speed 50 feet) moved 30 feet into a square adjacent to you, and it failed its save against the effect, you would push it 5 feet away from you in any direction and it would lose the remaining 20 feet of that move action. It could then use another move action, if it still had one, to close the remaining distance. If the wolf were charging, its entire full-round action would be wasted.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *Bigby's interposing hand*.

Cost to Create: 1,150 gp, 92 XP, 3 days.

RETRIBUTIVE AMULET

Price (Item Level): 9,000 gp (12th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: Immediate (command)
Weight: 1/2 lb.

This inch-wide disk bears a large red crystal in its center. Tiny carvings around the crystal show an endless march of angels and demons at war.

You can activate a *retributive amulet* immediately after another creature has dealt damage to you with a melee attack. That creature takes damage equal to half the damage it dealt to you. This damage is of the same type (or types).

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *shield other*.

Cost to Create: 4,600 gp, 360 XP, 9 days.

RIDING BOOTS

Price (Item Level): 12,000 gp (13th)
Body Slot: Feet
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Activation: —
Weight: 2 lb.

These calf-high boots are made of smooth, supple leather and have pointed toes. They are unadorned except for a pair of shining, silver spurs that seem to leave a tracery of light behind them.

Riding boots react to your mount and correct it when necessary, almost without your guidance. While mounted, you gain a +5 competence bonus on Ride checks made during combat, plus the benefit of the Ride-By Attack feat, even if you lack the prerequisites for it. In addition, if you have the Spirited Charge feat, any charge attacks you make while mounted and wielding a lance deal ×4 damage on a critical hit (instead of the normal ×3).

Prerequisites: Craft Wondrous Item, Ride-By Attack, *cat's grace*.

Cost to Create: 6,000 gp, 480 XP, 12 days.

RING OF ADAMANTINE TOUCH

Price (Item Level): 6,000 gp (10th)
Body Slot: Ring
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: —
Weight: —

Three strips of adamantine form this simple band. The inner strip has a brushed metal finish, while the outer strips are polished to a shine.

While you wear this ring, your melee attacks (whether natural or with a weapon) are treated as adamantine for the purpose of overcoming damage reduction.

Prerequisites: Forge Ring, *touch of adamantine* (BoED 110).

Cost to Create: 3,000 gp, 240 XP, 6 days.

RING OF ANTIVENOM

Price (Item Level): 8,000 gp (11th)
Body Slot: Ring
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: Immediate (command)
Weight: —

A tiny, speckled mushroom grows from the tip of this granite ring.

Once per day, you can activate the ring to gain the benefit of a *neutralize poison* effect.

Prerequisites: Forge Ring, *neutralize poison*.

Cost to Create: 4,000 gp, 320 XP, 8 days.

RING OF ARCANE MIGHT

Price (Item Level): 20,000 gp (15th)
Body Slot: Ring
Caster Level: 8th
Aura: Moderate; (DC 19) no school
Activation: —
Weight: —

This bronze ring is forged in the shape of a serpent devouring its own tail.

While wearing a *ring of arcane might*, you gain a +1 bonus to your arcane caster level for the purpose of spell penetration checks, caster level checks, and all level-based variables of any arcane spells you cast.

Prerequisites: Forge Ring, *limited wish*.

Cost to Create: 10,000 gp, 1,100 XP, 20 days.

RING OF ARMING

Price (Item Level): 5,000 gp (9th)
Body Slot: Ring
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Activation: Standard (command)
Weight: —

This perfectly smooth adamantine ring bears a massive turquoise carved in the shape of a heavily armored knight.

When you activate a *ring of arming*, any armor or weapons you currently wear disappear and are stored magically within the ring, and any armor or weapons currently stored within the ring appear in the appropriate places on your body (items that must be held appear at your feet if you don't have free hands).

Prerequisites: Forge Ring, *shrink item*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

RING OF AVOIDANCE

Price (Item Level): 10,000 gp (12th)
Body Slot: Ring
Caster Level: 15th
Aura: Strong; (DC 22) abjuration
Activation: Standard (command)
Weight: —

This solid gold ring is set with emeralds that run all around the outside of its band.

A *ring of avoidance* protects you with a nearly impassable shield of invisible force. Three times per day, upon activating the ring, you gain a +20 deflection bonus to Armor Class that lasts until the beginning of your next turn.

Prerequisites: Forge Ring, *shield*.

Cost to Create: 5,000 gp, 400 XP, 10 days.

RING OF BRIEF BLESSING

Price (Item Level): 1,000 gp (4th)
Body Slot: Ring
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command); see text
Weight: —

The clear crystal set into this silver ring glows faintly with a holy light.

A *ring of brief blessing*, which functions only if you are good-aligned, allows your attacks to pierce the defenses of evil foes. When you activate this ring, choose a single melee weapon you hold (or your unarmed strike). Until the end of your turn, that weapon is considered both magic and good-aligned for the purpose of overcoming the damage reduction of an evil creature, as well as for the purpose of affecting incorporeal evil creatures.

A *ring of brief blessing* functions once per day. Once it is activated, its glow fades. However, while wearing the ring you can expend a turn undead attempt as a standard (command) action to recharge it (which also restores its glow).

Prerequisites: Forge Ring, *bless weapon*.

Cost to Create: 500 gp, 40 XP, 1 day.

RING OF COMMUNICATION

Price (Item Level): 2,000 gp (6th)
Body Slot: Ring
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: Free (mental)
Weight: —

Each of these identical silver rings is inscribed with the Draconic word for friendship.

When you activate a *ring of communication*, for the next minute you can clearly hear any words spoken by anyone within 1 mile who is wearing another *ring of communication* to which you are attuned. The volume of the speech and the background noise at either end make no difference; whispers are audible above even the sounds of combat.

Any two or more ring wearers need only touch their rings together (a standard action) and speak the command word in unison to attune the rings to each other. Any number of rings can become attuned to one another in this manner, so long as all are touched together at the same time.

A ring remains attuned to the others until you attune it to a different ring.

Prerequisites: Forge Ring, *detect thoughts*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

RING OF THE DARKHIDDEN

Price (Item Level): 2,000 gp (6th)
Body Slot: Ring
Caster Level: 3rd
Aura: Faint; (DC 16) illusion
Activation: —
Weight: —

More than a dozen etchings of closed eyes circle this tarnished silver ring.

You are invisible to darkvision, although you are fully visible in normal light.

Prerequisites: Forge Ring, *invisibility*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

RING OF DIVERGENCE

Price (Item Level): 18,000 gp (14th)
Body Slot: Ring
Caster Level: 13th
Aura: Strong; (DC 21) abjuration
Activation: — and immediate (mental)
Weight: —

This hefty ring of twisting metal splits several times and turns back upon itself.

A *ring of divergence* provides resistance 10 against a specific type of energy (acid, cold, electricity, fire, or sonic), determined when it is created.

Once per day, if you are targeted by a spell of 3rd level or lower with the same descriptor as the energy type the ring protects against, you can activate the ring as an immediate action to reflect the spell back at the caster, as if *spell turning* had been cast upon you.

Prerequisites: Forge Ring, *resist energy*, *spell turning*.

Cost to Create: 1,500 gp, 120 XP, 18 days.

RING OF DRAGON FRIENDSHIP

Price (Item Level): 16,000 gp (14th)
Body Slot: Ring
Caster Level: 17th
Aura: Strong; (DC 23) enchantment
Activation: — or standard (command)
Weight: Varies

This silver ring is forged in the shape of a dragon biting its own tail.

While wearing a *ring of dragon friendship*, you gain a +5 enhancement bonus on Diplomacy checks made to influence the attitudes of creatures of the dragon type.

In addition, once per day, you can activate the ring to produce a *suggestion* effect directed at a creature of the dragon type. The effect functions as a 9th-level spell (as if affected by the Heighten Spell feat), and its Will save DC is 23.

If you or one of your allies attacks a dragon in any way (including using the ring's *suggestion* power) while you wear the ring, it loses its powers for 24 hours, though any active *suggestion* effect continues working while the ring is inactive.

Prerequisites: Forge Ring, Heighten Spell, *dominate monster, suggestion.*

Cost to Create: 8,000 gp, 640 XP, 16 days.

RING OF ENTROPIC DEFLECTION

Price (Item Level): 8,000 gp (11th)
Body Slot: Ring
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration
Activation: —; see text
Weight: —

This platinum ring is set with a large, hypnotic white opal.

A *ring of entropic deflection* provides a mobile wearer with protection against ranged attacks. At the end of any turn, if you are at least 10 feet from the point where you started your turn, this ring creates a field of warping energy that lasts until the start of your next turn. This field functions as an *entropic shield* spell. Any ranged attacks directed at you that require an attack roll have a 20% miss chance. This is a continuous effect and requires no activation.

If you also wear a magic item that provides a bonus to your speed, the miss chance provided by the ring increases to 50%.

Prerequisites: Forge Ring, *entropic shield.*

Cost to Create: 4,000 gp, 320 XP, 8 days.

RING OF ESSENTIA

Price (Item Level): 6,000 gp (10th)
Body Slot: Ring
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: —
Weight: —

This plain silver band is set with a small sapphire, which shimmers faintly when invested with essentia.

Any creature that has an essentia pool can transfer 1 point of essentia from its pool into a *ring of essentia* simply by touching it and willing the transfer to occur (a standard action). Doing so reduces the size of the donor's essentia pool by 1. The ring can hold no more than 1 point of essentia.

At any time within the next 24 hours, you can use this essentia as if it were part of your own essentia pool—even if you don't have essentia of your own—simply by willing its release while you wear the ring.

The stored essentia returns to its original owner automatically after you use it, or after 24 hours if it remains unused. Alternatively, the donor of the stored essentia can reclaim it earlier by touching the ring and willing it to return (a standard action).

Prerequisites: Forge Ring, essentia pool, *soul boon* (MoI 104).

Cost to Create: 3,000 gp, 240 XP, 6 days.

RING OF FLOATING

Price (Item Level): 2,000 gp (6th)
Body Slot: Ring
Caster Level: 1st
Aura: Faint; (DC 15) transmutation
Activation: —
Weight: —

A scene of a shattered ship and wooden debris floating on the waves covers this thick driftwood band.

You float upon any liquid or similar surface, and cannot swim below the surface. If you are underwater when you put on a *ring of floating,* you rise toward the surface at a speed of 30 feet per round.

Prerequisites: Forge Ring, *float* (EPH 108).

Cost to Create: 1,000 gp, 80 XP, 2 days.

RING OF THE FORCEWALL

Price (Item Level): 5,100 gp (10th)
Body Slot: Ring
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: Standard (command)
Weight: —

This ring is carved from clear quartz and is engraved with complex magic sigils.

A *ring of the forcewall* creates a small, nigh-impenetrable barrier. This ring has 3 charges, which are renewed each day at

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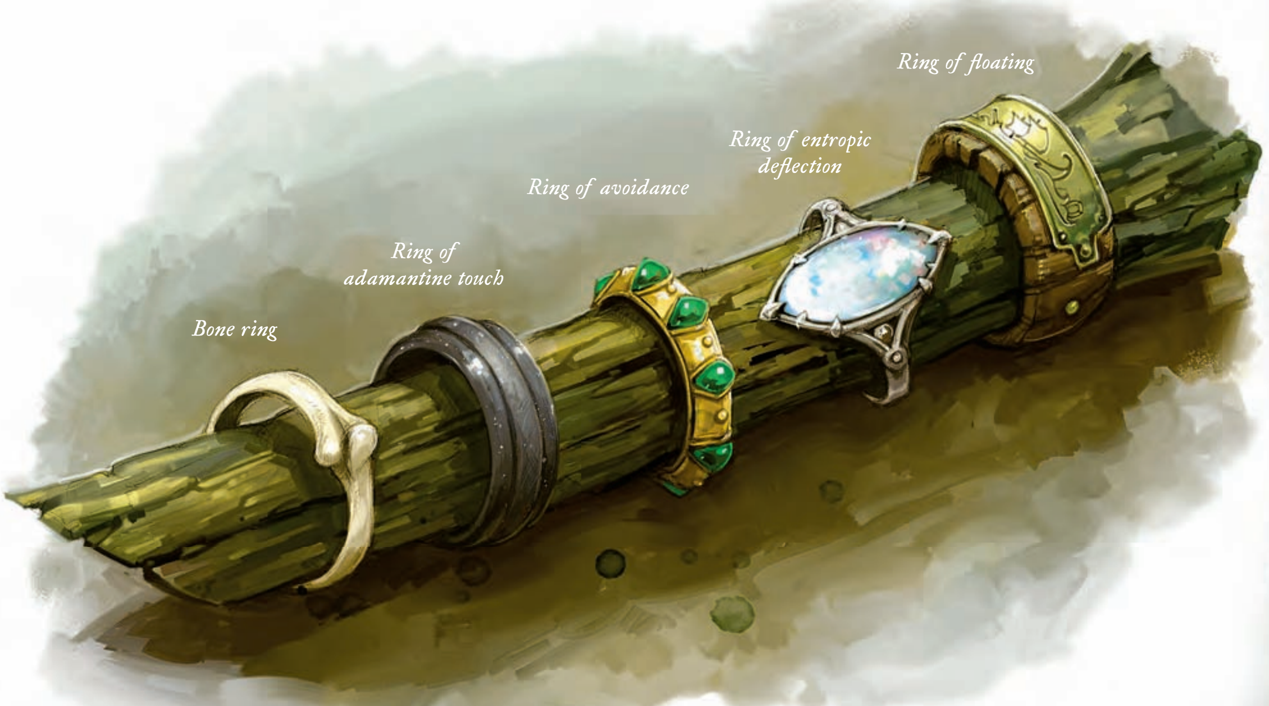


dawn. Spending 1 or more charges creates a 10-foot-square vertical *wall of force* (as the spell) up to 30 feet away from you. The number of charges spent determines the duration of the wall.

1 charge: 2 rounds.

2 charges: 3 rounds.

3 charges: 4 rounds.

Prerequisites: Forge Ring, *wall of force*.

Cost to Create: 2,550 gp, 204 XP, 6 days.

RING OF FOUR WINDS

Price (Item Level): 2,000 gp (6th)
Body Slot: Ring
Caster Level: 3rd
Aura: Faint; (DC 16) evocation
Activation: Immediate (command)
Weight: —

Four clouds, each a different shade of green or blue, adorn this simple wooden ring. The faces of four old men puffing up their cheeks are also carved into the sides.

When you activate a *ring of the four winds*, it creates gusts of wind that grant you a +2 deflection bonus to AC against a single attack.

Alternatively, you can activate it to use a *feather fall* effect on yourself.

This ring functions a total of four times per day.

Prerequisites: Forge Ring, *feather fall*, *gust of wind*, *shield of faith*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

RING OF GREATER COUNTERSPELLS

Price (Item Level): 16,000 gp (14th)
Body Slot: Ring
Caster Level: 15th
Aura: Strong; (DC 22) abjuration
Activation: — and immediate (command)
Weight: —

This white gold ring is forged in a braided pattern. A single ruby set in its center flickers and pulses with magical energy.

A *ring of greater counterspells* can hold a spell of 1st through 6th level, much like a *ring of counterspells*. You cannot cast a stored spell out of the ring, but should that spell ever be cast upon you, it is immediately countered, as a counterspell action, requiring no action (or even knowledge) on your part. This use causes the ruby stone to flash once and uses up the stored spell. Once it is gone, a new spell (or the same one as before) can be placed into the ring.

If you are a spellcaster capable of countering a spell on your own, you can also access the ring's secondary ability. Once per day as an immediate action, you can attempt to counter a single spell cast by a spellcaster you can see, provided he is within 100 feet. Like the ring's other ability, this one requires no preparation or knowledge on your part. You need not make a Spellcraft check to identify the spell being cast, and the spell you use to counterspell can be of any level. This counterspell attempt functions like *greater dispel magic* used to counter a spell, except that you add your caster level to the counterspell check (maximum +20). Thus, a 12th-level wizard wearing a *ring of greater counterspells* would roll 1d20+12 when activating this ability. When you activate this secondary effect, the braids of white gold seem to twist and writhe on your finger, and the metal glows faintly is if it were growing hot, although you feel no heat.

Prerequisites: Forge Ring, *greater dispel magic*, *imbue with spell ability*.

Cost to Create: 8,000 gp, 640 XP, 16 days.

RING OF THE ICY SOUL

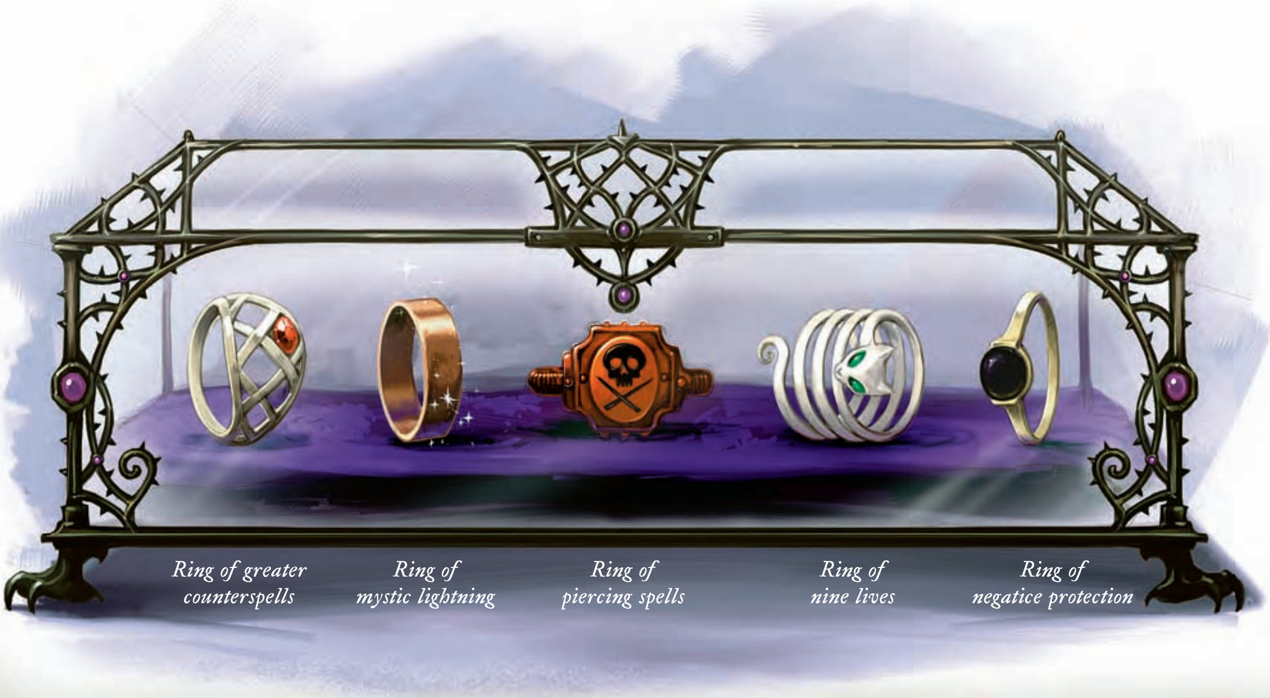
Price (Item Level): 18,000 gp (14th)
Body Slot: Ring
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: —

There seems to be little physical substance to this ring. It resembles a fine, circular sliver of fragile ice surrounded by a blue-white mist of incredible cold.

You gain resistance to cold 20, but you also gain vulnerability to fire and lose any resistance or immunity to fire you already have. You take 1-1/2 times the normal amount of damage from fire, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Prerequisites: Forge Ring, *mantle of the icy soul* (SC 138).

Cost to Create: 9,000 gp, 720 XP, 18 days.



Ring of greater counterspells *Ring of mystic lightning* *Ring of piercing spells* *Ring of nine lives* *Ring of negatice protection*

Illus. by E. Widermann

RING OF LIGHTNING FLASHES

Price (Item Level): 11,500 gp (13th)
Body Slot: Ring
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Swift (mental)
Weight: —

This ring is crafted from interwoven bands of copper and electrum.

When you activate a *ring of lightning flashes,* it emits a powerful blast of lightning that deals 5d6 points of electricity damage (Reflex DC 13 half) to all creatures within 5 feet (other than yourself). Any creature that is in physical contact with you at the time (grappling, engulfing, swallowing, or the like) receives no saving throw against the blast.

This ability functions three times per day.

Prerequisites: Forge Ring, *lightning bolt.*

Cost to Create: 5,750 gp, 460 XP, 12 days.

RING OF MASTER ARTIFICE

Price (Item Level): 25,000 (15th)
Body Slot: Ring
Caster Level: 14th
Aura: Strong; (DC 22) no school
Activation: —; see text
Weight: —

These thin, interlocking rings are made of different metals, including silver, adamantine, mithral, and platinum.

A *ring of master artifice* functions only if you can imbue infusions (see the *Eberron Campaign Setting*). Assembling the ring from its various components requires 5 minutes and a successful DC 22 Intelligence check, which you can attempt any number of times. Once assembled, a *ring of master artifice* must be worn for 24 hours for its magic to take effect. After that time, you gain the ring's benefit every time you concentrate to regain your daily allotment of infusions.

The ring increases the number of infusions you can imbue daily. A *ring of master artifice* provides one bonus 3rd-level infusion and one bonus 4th-level infusion.

Prerequisites: Forge Ring.

Cost to Create: 12,500 gp, 1,000 XP, 25 days.

RING OF MASTER ARTIFICE, GREATER

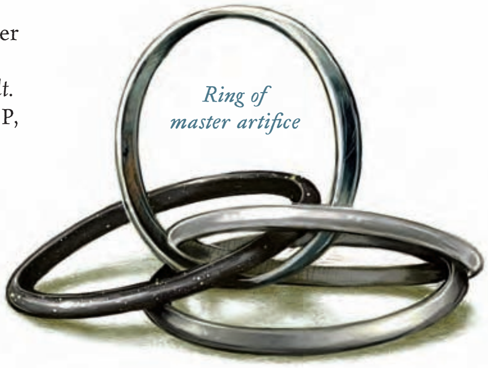
Price (Item Level): 61,000 (18th)
Caster Level: 16th
Aura: Strong; (DC 23) no school

Several interlocking rings of many different metals—including adamantine, gold, and mithral—seem to thrum faintly with power.

This item functions as a *ring of master artifice,* except a greater ring provides you with one bonus 5th-level infusion and one bonus 6th-level infusion (instead of one bonus 3rd-level infusion and one bonus 4th-level infusion).

Prerequisites: Forge Ring.

Cost to Create: 30,500 gp, 2,440 XP, 61 days.



Ring of master artifice

RING OF MASTER ARTIFICE, LESSER

Price (Item Level): 5,000 gp (9th)
Caster Level: 12th
Aura: Strong; (DC 21) no school

This item functions as a *ring of master artifice,* except a lesser ring provides you with one bonus 1st-level infusion and one bonus 2nd-level infusion (instead of one bonus 3rd-level infusion and one bonus 4th-level infusion).

Prerequisites: Forge Ring.

Cost to Create: 2,500 gp, 200 XP, 5 days.

RING OF MYSTIC DEFIANCE

Price (Item Level): 7,500 gp (11th)
Body Slot: Ring
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: Immediate (command) and —
Weight: —

This white gold ring bears a square-cut ruby. Arcane runes are inscribed around its band.

A *ring of mystic defiance* protects you from damaging magical effects. When you activate the ring, you ignore up to 10 points of damage dealt by a spell or spell-like ability. You can activate the ring after you learn the damage a spell or spell-like ability will deal to you, but before the damage is actually dealt. This ability functions three times per day.

This ability does not protect you from other magical effects (such as those generated by magic items, unless they specifically mimic spells). For example, the ring wouldn't protect you from the extra damage dealt by a flaming sword, but it would protect you from a *fireball* cast from a scroll, wand, or other item.

If you also wear a magic item that grants an enhancement bonus to your Intelligence or Charisma, you can add half that item's bonus as an insight bonus on your Fortitude saves against spells and spell-like abilities (up to a maximum bonus of +3). This is a continuous effect and requires no activation.

Prerequisites: Forge Ring, *spell immunity.*

Cost to Create: 3,750 gp, 300 XP, 8 days.

RING OF MYSTIC FIRE

Price (Item Level): 7,500 gp (11th)
Body Slot: Ring
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: — and swift (command)
Weight: —

This silver ring seems to smolder with an inner heat.

A *ring of mystic fire* provides a boost to your fire-based spells. When casting spells with the fire descriptor, you gain a +1 competence bonus to caster level. This is a continuous effect and requires no activation.

In addition, this ring has 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants a bonus to the amount of damage you deal with the next fire spell you cast before the end of your turn. (If the fire spell doesn't normally deal fire damage, this expenditure has no effect).

1 charge: +2d6 fire damage.
2 charges: +3d6 fire damage.
3 charges: +4d6 fire damage.

Prerequisites: Forge Ring, *fireball* or *flame strike.*

Cost to Create: 3,750 gp, 300 XP, 8 days.

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RING OF MYSTIC HEALING

Price (Item Level): 3,500 gp (8th)
Body Slot: Ring
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: — and swift (command)
Weight: —

This steel ring glimmers with a faint golden light.

A *ring of mystic healing* provides a boost to your healing spells. When casting *cure* spells, you gain a +1 competence bonus to your caster level. This is a continuous effect and requires no activation.

In addition, this ring has 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants a bonus to the damage healed by the next *cure* spell you cast before the end of your turn.

1 charge: +2d6 points of healing.
2 charges: +3d6 points of healing.
3 charges: +4d6 points of healing.

Prerequisites: Forge Ring, *cure serious wounds*.

Cost to Create: 1,750 gp, 140 XP, 4 days.

RING OF MYSTIC LIGHTNING

Price (Item Level): 7,500 gp (11th)
Body Slot: Ring
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: — and swift (command)
Weight: —

This copper ring occasionally emits tiny sparks.

A *ring of mystic lightning* provides a boost to your electricity-based spells. When casting spells with the electricity descriptor, you gain a +1 competence bonus to caster level. This is a continuous effect and requires no activation.

In addition, this ring has 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants a bonus to the damage dealt by the next electricity spell you cast before the end of your turn. (If the spell doesn't normally deal electricity damage, this expenditure has no effect).

1 charge: +2d6 electricity damage.
2 charges: +3d6 electricity damage.
3 charges: +4d6 electricity damage.

Prerequisites: Forge Ring, *call lightning* or *lightning bolt*.

Cost to Create: 3,750 gp, 300 XP, 8 days.

RING OF NEGATIVE PROTECTION

Price (Item Level): 36,000 gp (17th)
Body Slot: Ring
Caster Level: 12th
Aura: Strong; (DC 21) abjuration
Activation: —
Weight: —

This gleaming, white gold ring is set with a single piece of polished jet.

You can ignore the 1d6 points of damage dealt by negative-dominant planes, such as the Negative Energy Plane, each round. You also cannot gain negative levels.

Prerequisites: Forge Ring, *protection from negative energy* (*LM* 70).

Cost to Create: 18,000 gp, 1,440 XP, 36 days.

RING OF NINE LIVES

Price (Item Level): 45,000 gp (17th)
Body Slot: Ring
Caster Level: 13th
Aura: Strong; (DC 21) no school
Activation: — and immediate (command)
Weight: —

The stylized face of a contemplative cat adorns this ivory ring. Two tiny emeralds glimmer within the cat's eyes.

If you ever drop to 0 hit points or below, a *ring of nine lives* expends one of its charges to heal 20 points of damage. This effect triggers automatically, requiring no action on your part.

Also, once per day as an immediate action, you can expend a charge when you fail a saving throw to treat the saving throw as a success.

A *ring of nine lives* has 9 charges when created, but most are discovered with only 2d4 charges left.

Prerequisites: Forge Ring, *heal*, *limited wish*.

Cost to Create: 22,500 gp, 1,800 XP, 45 days.

RING OF PIERCING SPELLS

Price (Item Level): 2,000 gp (6th)
Body Slot: Ring
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: Swift (command)
Weight: —

This blood-red, metallic signet ring bears the emblem of a black skull with wands crossed beneath it.

A *ring of piercing spells* allows you to deal additional damage with your spells against a nearby, distracted target. When you activate this ring, the next melee touch spell you cast against an enemy you are flanking deals an extra 2d6 points of damage. Touch spells that don't normally deal hit point damage don't gain any benefit from this ability. If you don't cast a touch spell that deals hit point damage before the end of your turn, you gain no benefit from the ring.

This ability functions three times per day.

Prerequisites: Forge Ring, *inflict moderate wounds*, sneak attack.

Cost to Create: 1,000 gp, 80 XP, 2 days.

RING OF POSITIVE PROTECTION

Price (Item Level): 36,000 gp (17th)
Body Slot: Ring
Caster Level: 12th
Aura: Strong; (DC 21) abjuration
Activation: —
Weight: —

This plain black iron ring is set with a single perfect diamond.

You can ignore the blinding effect of positive-dominant planes, such as the Positive Energy Plane. You also do not gain the fast healing ability usually conferred by such a plane, nor do you gain additional hit points when you reach your normal maximum.

Furthermore, spells that channel positive energy—typically *cure* spells—have no effect on you.

Prerequisites: Forge Ring, *protection from positive energy* (*LM* 70).

Cost to Create: 18,000 gp, 1,440 XP, 36 days.

RING OF SELF-SUFFICIENCY

Price (Item Level): 10,000 gp (12th)
Body Slot: Ring
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: —

This fragile, crystal ring is pale green and etched in a swirling pattern that appears to move constantly.

You gain a +10 competence bonus on Autohypnosis checks.

Prerequisites: Forge Ring, Autohypnosis (*EPH* 36) 10 ranks.

Cost to Create: 5,000 gp, 400 XP, 10 days.

RING OF SILENT SPELLS

Price (Item Level): 2,000 gp (6th)
Body Slot: Ring
Caster Level: 5th
Aura: Faint; (DC 17) illusion
Activation: Swift (command)
Weight: —

Sculpted teeth surround the soft silk padding of this copper band, like a mouth biting down on a gag.

When you activate a *ring of silent spells*, it creates a *silence* effect, as the spell, centered on you. While this effect lasts, you can cast up to three spells of 3rd level or lower without verbal components (as though using the Silent Spell feat, except that the spells do not require a higher level spell slot or increased casting time).

This ability functions once per day.

Prerequisites: Forge Ring, Silent Spell, *silence*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

RING OF SOULBOUND PROTECTION

Price (Item Level): 10,000 gp (12th)
Body Slot: Ring
Caster Level: 6th
Aura: Moderate; (DC 18) abjuration
Activation: —
Weight: —

This sturdy band of mithral is set with tiny sapphires.

While wearing a *ring of soulbound protection*, you gain a +1 deflection bonus to AC. In addition, the ring serves as a receptacle for your essentia, much like a soulmeld does. Every point of essentia invested in the ring increases its deflection bonus to AC by 1 (up to a maximum bonus of +3).

Each *ring of soulbound protection* has an essentia capacity. The maximum number of essentia points that can be invested in it equals this value or your normal essentia capacity (*MoI* 19), whichever is lower.

A *ring of soulbound protection* (set with two sapphires) has a maximum essentia capacity of 2.

Prerequisites: Forge Ring, *shield of faith*, essentia pool 2.

Cost to Create: 5,000 gp, 400 XP, 10 days.

RING OF SOULBOUND PROTECTION, GREATER

Price (Item Level): 26,000 gp (16th)
Caster Level: 18th
Aura: Strong; (DC 24) abjuration

Crafted of braided mithral, this finely crafted ring is studded with perfect sapphires.

This item functions as a *ring of soulbound protection*, except the maximum bonus to AC you can gain with this ring is +5 instead of +3. A *greater ring of soulbound protection* (set with four sapphires) has a maximum essentia capacity of 4.

Prerequisites: Forge Ring, *shield of faith*, essentia pool 4.

Cost to Create: 13,000 gp, 1,040 XP, 26 days.

RING OF SPELL-BATTLE

Price (Item Level): 12,000 gp (13th)
Body Slot: Ring
Caster Level: 14th
Aura: Strong; (DC 22) abjuration
Activation: — and immediate (mental)
Weight: —

This simple gold band looks like a tiny armored girdle set with small spheres of silver.

A *ring of spell-battle* informs you of all spellcasting that occurs within 60 feet of you, as well as allowing you to attempt a Spellcraft check (DC 15 + spell level) to identify the spell being cast (even if you can't see its casting or effect). This is a continuous effect and requires no activation.

Once per day, when you succeed in identifying a spell in this manner, you can activate the ring to counterspell that spell as if with *dispel magic*, or change the target of the spell to any target within 60 feet of you. If you choose an illegal target (because of the spell's range limitation or other restrictions), the spell functions normally and the effect is wasted.

Prerequisites: Forge Ring, *detect magic*, *dispel magic*, *spell turning*, Spellcraft 10 ranks.

Cost to Create: 6,000 gp, 480 XP, 12 days.

RING OF THUNDERCLAPS

Price (Item Level): 6,000 gp (10th)
Body Slot: Ring
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: See text
Weight: —

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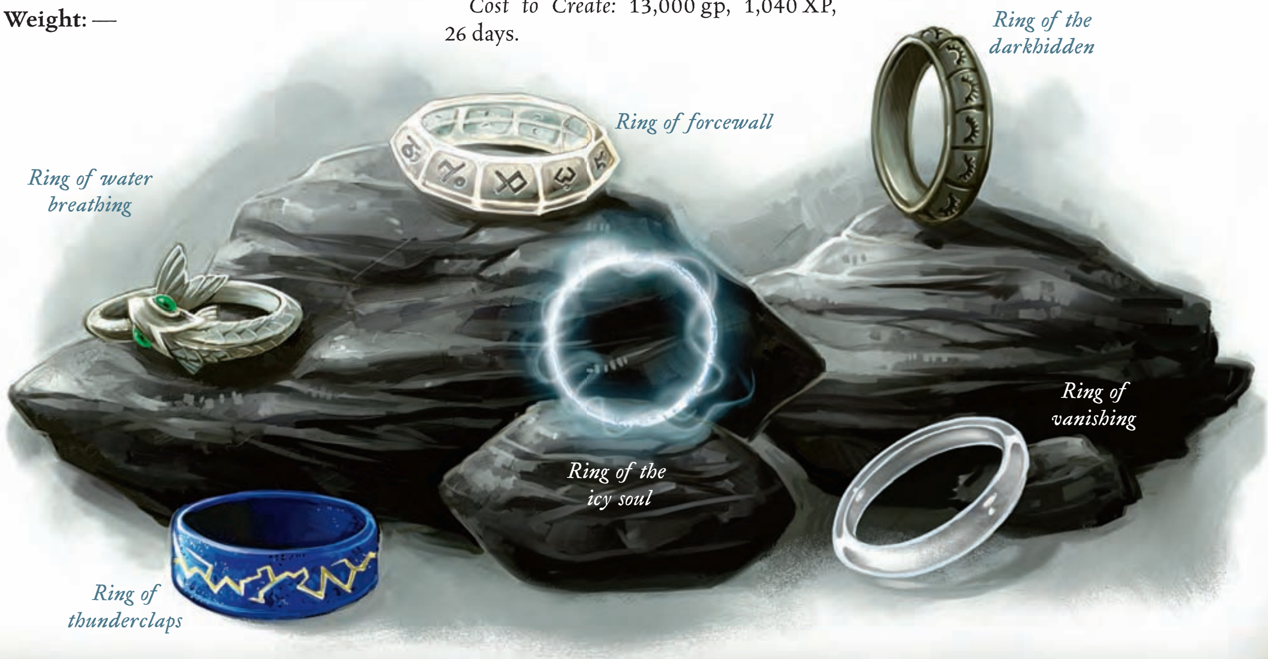


Illus. by W. England

This ring is carved from a single piece of lapis lazuli and has a lightning bolt etched along its rim.

You can activate this ring as a swift (command) action to make a melee touch attack before the end of your turn that deals 1d8+5 points of electricity damage if successful. This ability functions three times per day.

Once per day, upon successfully using the ring to damage a target, you can activate a second ability of the ring as a free (command) action to create a powerful thunderclap that mimics a *shout* spell.

Prerequisites: Forge Ring, *shocking grasp*, *shout*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

RING OF UNIVERSAL ENERGY RESISTANCE

Price (Item Level): 60,000 gp (18th) (minor); 120,000 gp (21st) (major); 180,000 gp (24th) (greater)
Body Slot: Ring
Caster Level: 15th
Aura: Strong; (DC 22) abjuration
Activation: —
Weight: —

This gold ring is imprinted with symbols representing the five energy types.

A *ring of universal energy resistance* functions as a *ring of energy resistance* (DMG 232) for all types of energy: fire, cold, electricity, acid, and sonic. A minor ring provides resistance 10, a major ring resistance 20, and a greater ring resistance 30.

Prerequisites: Forge Ring, *resist energy*.

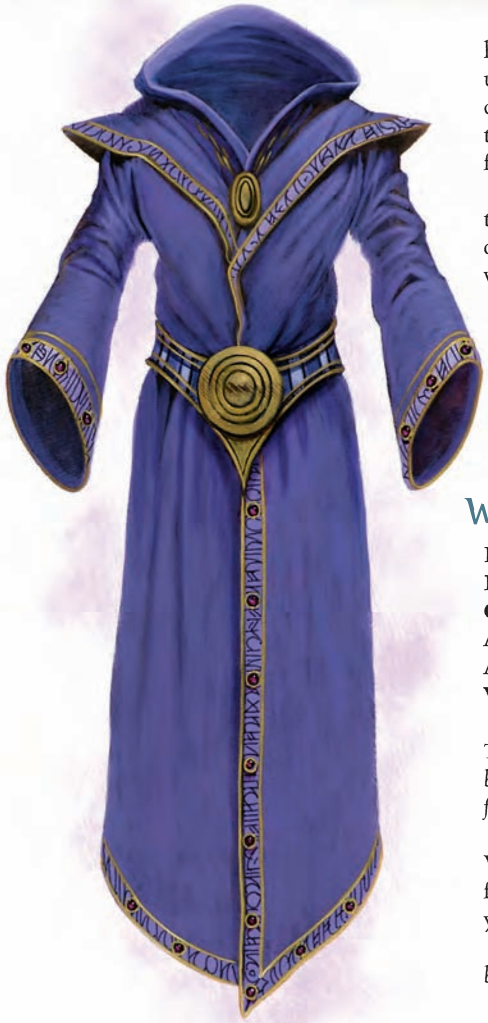
Cost to Create: 30,000 gp, 2,400 XP, 60 days (minor); 60,000 gp, 4,800 XP, 120 days (major); 90,000 gp, 7,200 XP, 180 days (greater).

RING OF VANISHING

Price (Item Level): 30,000 gp (16th)
Body Slot: Ring
Caster Level: 12th
Aura: Moderate; (DC 21) illusion
Activation: Swift (command)
Weight: —

This object is a featureless, clear glass ring.

A *ring of vanishing* allows you to briefly become almost entirely imperceptible. When you activate this ring, you become invisible (as *greater invisibility*), as well as undetectable by hearing, scent, blindsense, blindsight, or tremorsense, for 2 rounds. Spells or effects that detect invisible creatures (such as *see invisibility* or *true seeing*) still function normally.



Robe of arcane might

This ability functions three times per day.

Prerequisites: Forge Ring, *greater invisibility*.

Cost to Create: 15,000 gp, 1,200 XP, 30 days.

RING OF VENGEANCE

Price (Item Level): 4,500 gp (9th)
Body Slot: Ring
Caster Level: 15th
Aura: Strong; (DC 22) abjuration
Activation: —
Weight: —

Seven small half-spheres rise from the shining, reflective surface of this golden ring.

A *ring of vengeance* glows softly when worn by a good-aligned creature. Nongood creatures gain no benefit from the ring.

Whenever a creature scores a critical hit on you with a melee weapon, this ring unleashes an arc of divine energy that deals 5d6 points of damage to the creature that scored the critical hit. This ability functions three times per day.

Lore: Originally given by archons to their mortal champions in the lost ages of the world, the oldest of these rings were ancient when the elves first began to record their histories.

Prerequisites: Forge Ring, *vengeance halo* (BoED 111), good alignment.

Cost to Create: 2,250 gp, 180 XP, 5 days.

RING OF WATER BREATHING

Price (Item Level): 6,000 gp (10th)
Body Slot: Ring
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: —

This silver ring is shaped to depict a fish biting its own tail. The fish has tiny emeralds for eyes.

While wearing this ring, you can breathe freely underwater. This has no effect on your ability to breathe air.

Prerequisites: Forge Ring, *water breathing*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

RINGS OF FORCE ARMOR

Price (Item Level): 30,000 gp (16th)
Body Slot: Ring; see text
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: —
Weight: —

Each of these black iron rings is set with smooth pieces of jet all around its band.

This pair of black iron rings must be worn as a set, one on each hand, to function. When so worn, they sheathe you in a field of magical force, granting you a +5 armor bonus to AC. This bonus applies even against incorporeal touch attacks. The sheath is harmful to the touch, dealing 1d4 points of force damage to any creature that successfully strikes you with a nonreach weapon. In addition, your unarmed strikes deal an extra 1d4 points of damage and can affect incorporeal creatures as if they were force effects.

Prerequisites: Forge Ring, *mage armor, magic weapon, wall of force.*

Cost to Create: 15,000 gp, 1,200 XP, 30 days.

ROBE OF ARCANE MIGHT

Price (Item Level): 21,000 gp (15th)
Body Slot: Body
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: —
Weight: 1 lb.

Mystical sigils line the hems of this bulky, thick-shouldered robe. Minuscule gems adorn the cuffs, collar, and hems.

A *robe of arcane might* grants you a +4 armor bonus to AC.

In addition, each robe is attuned to one of the eight schools of magic, chosen during creation (and identifiable with a successful DC 20 Spellcraft check). When casting a spell from that school, you gain a +1 competence bonus to your caster level.

Prerequisites: Craft Wondrous Item, *mage armor*, specialist wizard in the relevant school.

Cost to Create: 10,500 gp, 840 XP, 21 days.

ROBE OF THE INFERNO

Price (Item Level): 37,000 gp (17th)
Body Slot: Body
Caster Level: 10th
Aura: Moderate; (DC 20) abjuration, evocation
Activation: See text
Weight: 1 lb.

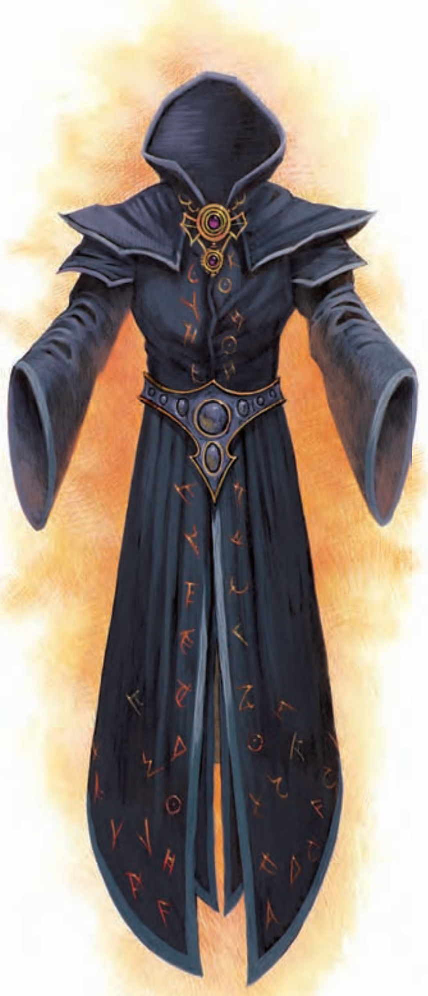
The coal-colored cloth of this robe is decorated with crimson-stitched runes. The runes run around the bottom and up the length of the garment in meandering lines, and are a mixture of arcane formulas and praises to fire written in Ignan. The robe emits a faint odor of brimstone, and a gentle warmth surrounds it.

While you wear this robe, it provides you with a +4 armor bonus to AC. This is a continuous effect and requires no activation.

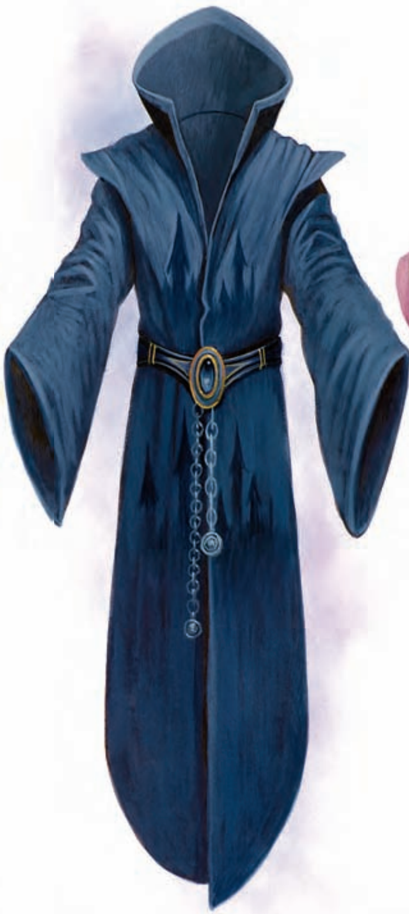
The robe can also be activated as a swift (command) action by speaking a word in Ignan that causes four fiery orbs, each about 6 inches in diameter, to spring from the sleeves. They circle slowly around your body at waist height as long as the robe remains active, but don't interfere with your actions in any way. As long as they are active, they collectively provide light equal to that of a torch and grant you resistance to fire 10.

Two times per day, you can send one of the fiery orbs streaking toward a single enemy within 60 feet as a ranged touch attack, which is a standard (command) action. Failure means the orb misses and explodes harmlessly in a shower of sparks. Success means it explodes in a 5-foot-radius burst around the target, dealing 8d6 points of fire damage and leaving affected creatures dazzled for 1 round (Reflex DC 16 halves the damage and negates the dazzled condition).

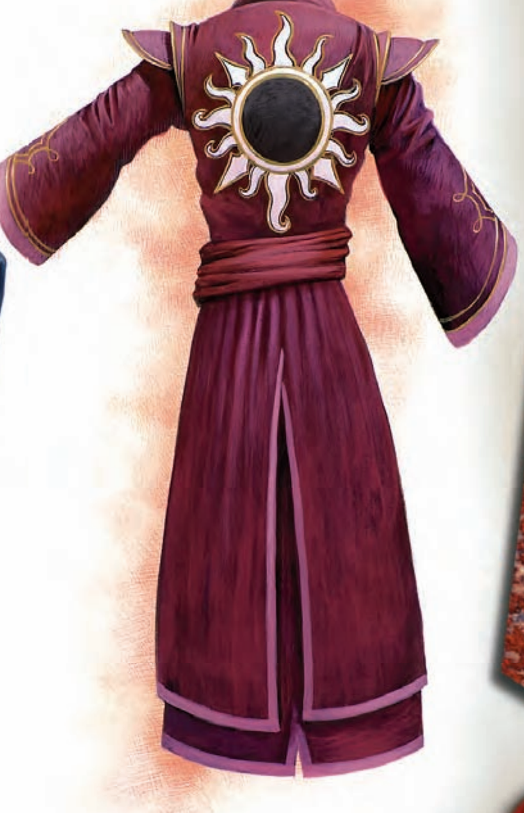
Lore: The first *robe of the inferno* was crafted by an elf evoker named Killaith Marcaun, who was badly burned in a battle against a large number of summoned thoqqua. Deeply humiliated by the scars



Robe of the inferno



Robe of mysterious conjuration



Robe of retaliation

Illus. by W. England

they left, she constructed the robe so that she, too, could harness the power of fire (Knowledge [arcana or history] DC 20).

Prerequisites: Craft Wondrous Item, *mage armor, resist energy, scorching ray.*

Cost to Create: 18,500 gp, 1,480 XP, 37 days.

ROBE OF MYSTERIOUS CONJURATION

Price (Item Level): 10,000 gp (12th)
Body Slot: Body
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Standard (command)
Weight: 2 lb.

This robe seems to have depth, as if you were gazing into a portal between worlds, where vague behemoths move at the limit of your vision.

A *robe of mysterious conjuration* intensifies your connection to other planes, linking your mind to the distant realms from which a puissant mage can pluck servants and bind them to his will.

Three times per day, you can activate the robe and sacrifice a prepared arcane spell (or arcane spell slot) to summon one or more monsters, as if you had cast a *summon monster* spell of the same level as the sacrificed spell from your class spell list. The summoned monsters can act immediately.

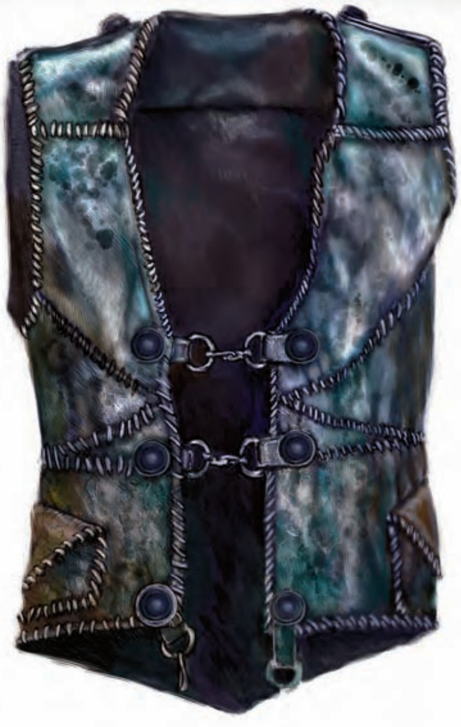
Prerequisites: Craft Wondrous Item, *summon monster V.*

Cost to Create: 5,000 gp, 400 XP, 10 days.

ROBE OF RETALIATION

Price (Item Level): 6,500 gp (10th)
Body Slot: Body
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: Immediate (command)
Weight: 2 lb.

An image of a solar eclipse with a blazing corona can be seen on the back of this heavy red robe.

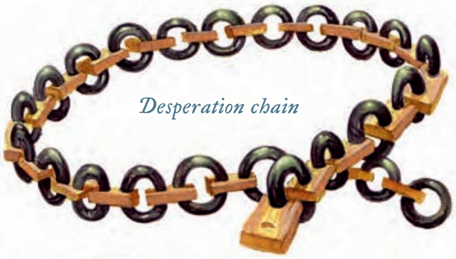


Rogue's vest

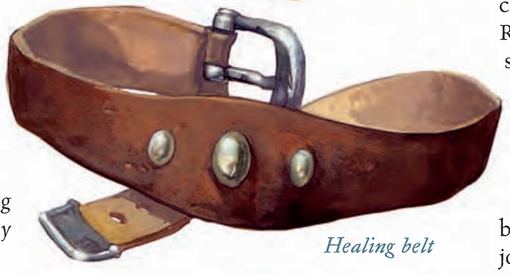
A *robe of retaliation* allows you to react to attacks with a burst of magical power. If you are struck by a creature wielding a melee weapon or a natural weapon, you can activate the robe and sacrifice an arcane spell of 1st level or higher to deal damage to your attacker equal to 1d6 points per level of the spell sacrificed. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *fire shield.*

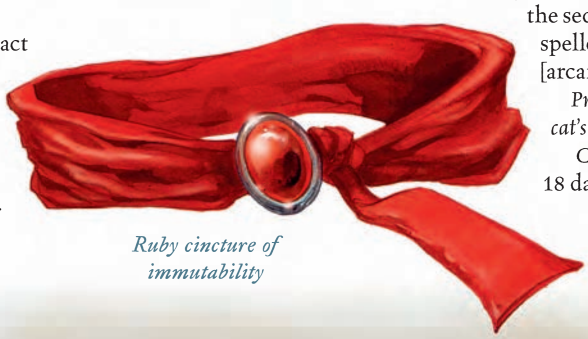
Cost to Create: 3,250 gp, 260 XP, 7 days.



Desperation chain



Healing belt



Ruby cincture of immutability

ROCK BOOTS

Price (Item Level): 2,000 gp (6th)
Body Slot: Feet
Caster Level: 11th
Aura: Moderate; (DC 20) conjuration
Activation: — and free (command)
Weight: 1 lb.

Made from heavy leather, these boots have solid iron plating along the toes and ankles. A smoky crystal shard is set into the back of each boot, a few inches above the heel.

Rock boots feel rigid, though they do not significantly impede movement. They grant you a +4 bonus on Strength checks made to resist being bull rushed or tripped when standing on the ground. This is a continuous effect and requires no activation.

When activated, *rock boots* allow you to ignore any additional movement costs for moving over difficult terrain for 1 round. This effect functions five times per day.

Prerequisites: Bind Elemental (*ECS* 51) or Craft Wondrous Item, *planar binding.*

Cost to Create: 1,000 gp, 80 XP, 2 days.

ROGUE'S VEST

Price (Item Level): 18,000 gp (14th)
Body Slot: Torso
Caster Level: 13th
Aura: Strong; (DC 21) divination
Activation: —
Weight: 1 lb.

This slick-looking black vest is made of supple, well-worked leather. Its buttons are carved of dull black glass and seem to absorb light rather than reflect it.

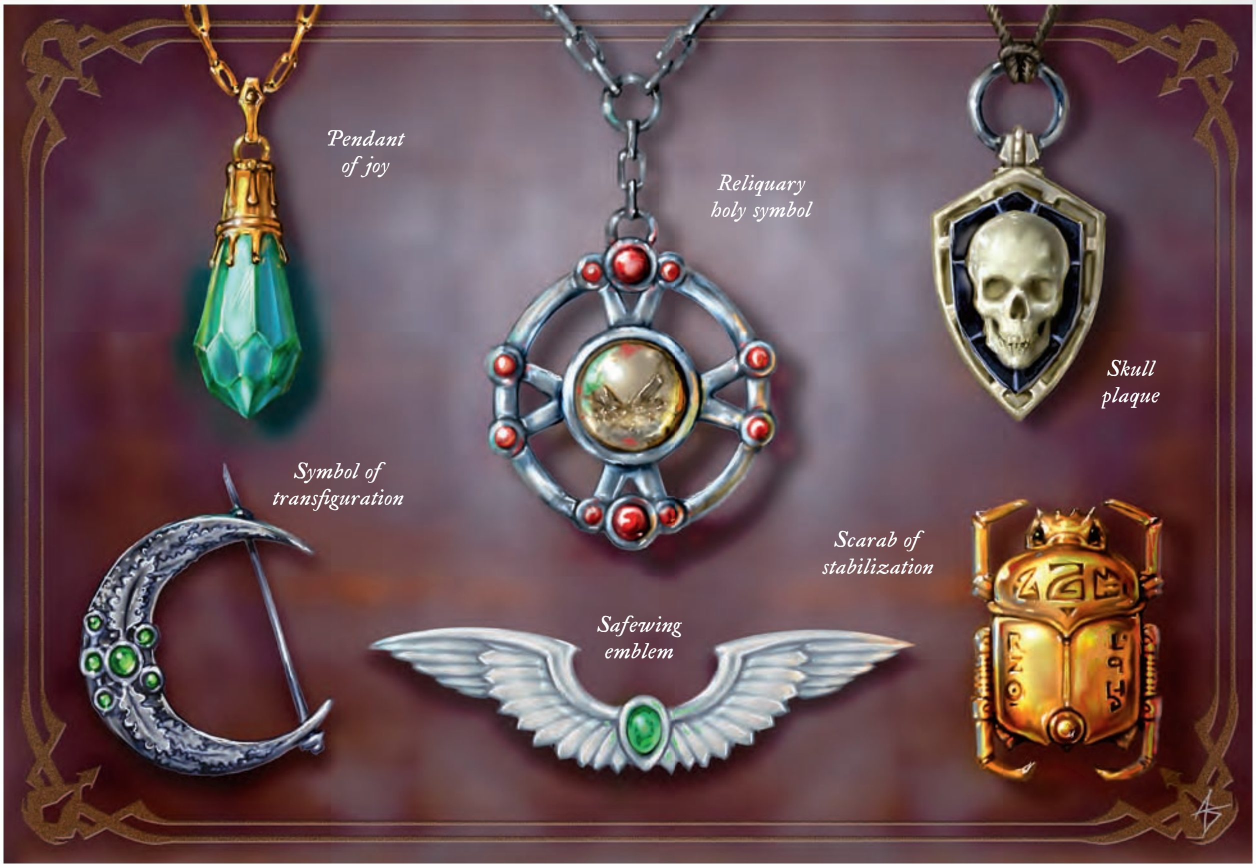
While wearing this vest, you gain a +2 competence bonus on Hide and Move Silently checks, and a +2 competence bonus on Reflex saves. In addition, if you have the skirmish, sneak attack, or sudden strike ability, you deal an extra 1d6 points of damage when making such an attack.

Lore: A halfling arcane trickster named Lena Wanderingeye created the first *rogue's vest.* She wore it for many years before she retired from adventuring and joined a caravan. She eventually passed the secret of its creation on to the arcane spellcasters in the caravan (Knowledge [arcana or history] DC 20).

Prerequisites: Craft Wondrous Item, *cat's grace, invisibility, true strike.*

Cost to Create: 9,000 gp, 720 XP, 18 days.

Illus. by E. Cox & C. Critchlow



Illus. by A. Stokes

RUBY CINCTURE OF IMMUTABILITY

Price (Item Level): 12,000 gp (13th)
Body Slot: Waist
Caster Level: 11th
Aura: Moderate; (DC 20) abjuration
Activation: Immediate (command)
Weight: —

This sumptuous red silk sash is feather-light. It is set with a large ruby cabochon surrounded by an embroidered silver circle.

Wearing a *ruby cincture of immutability* provides you with a safeguard against attacks that change your form. Once per day, you can instantly counter any effect that would significantly change your bodily form or composition. Effects that the sash protects against include polymorph, petrification, disintegration, and transformative effects such as the touch of an aboleth's tentacle or a chaos beast's attack.

Prerequisites: Craft Wondrous Item, *break enchantment.*

Cost to Create: 6,000 gp, 480 XP, 12 days.

SAFEWING EMBLEM

Price (Item Level): 250 gp (2nd)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Immediate (mental)
Weight: —

This porcelain pin is sculpted to look like a pair of outstretched white wings. A tiny green stone adorns the center, where the wings meet.

If you fall at least 10 feet, a *safewing emblem* becomes a pair of feathery wings that grant you a *feather fall* effect, allowing you to descend safely from any height up to 180 feet. When you land, the emblem shatters, its magic expended.

Prerequisites: Craft Wondrous Item, *feather fall.*

Cost to Create: 125 gp, 10 XP, 1 day.

SANDALS OF SPRINGING

Price (Item Level): 10,000 gp (12th)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: 1 lb.

The laces of these well-made sandals are bound at the calf by a silver clasp inset with a large, smooth, hemispherical blue crystal.

Sandals of springing grant you a +10 enhancement bonus on Jump checks.

Prerequisites: Craft Wondrous Item, *jump* or *mighty spring* (CP 93).

Cost to Create: 5,000 gp, 400 XP, 10 days.

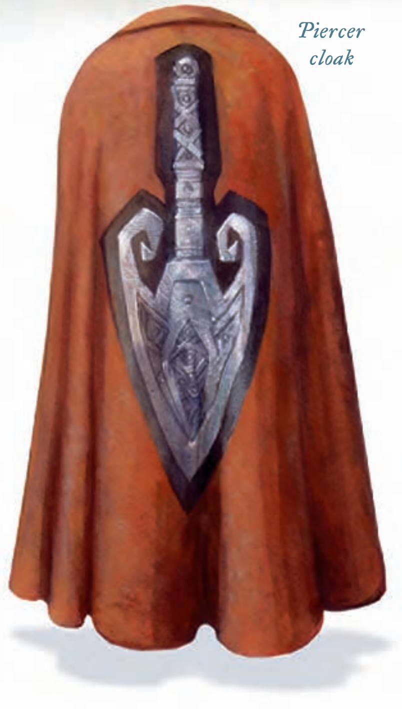
SANDALS OF SPRINTING

Price (Item Level): 2,300 gp (6th)
Body Slot: Feet
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: 1/2 lb.

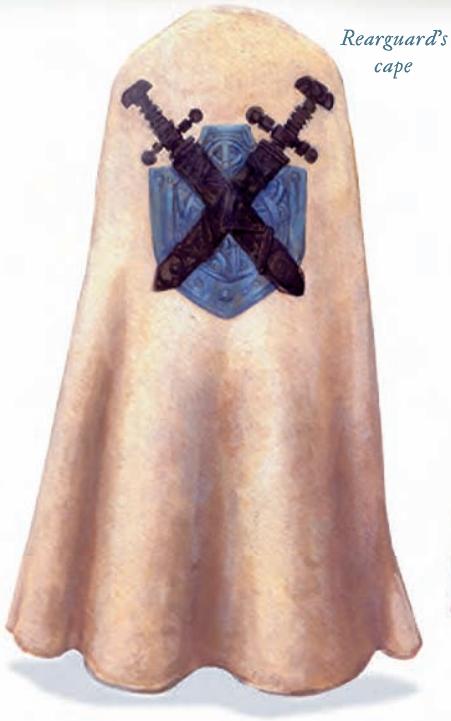
These lightweight sandals are soled with tanned cheetah hide, and the straps are made of dried, braided sinew.

When you activate *sandals of sprinting*, you gain a +30-foot enhancement bonus to your land speed (to a maximum of twice your normal speed) until the start of your next turn.

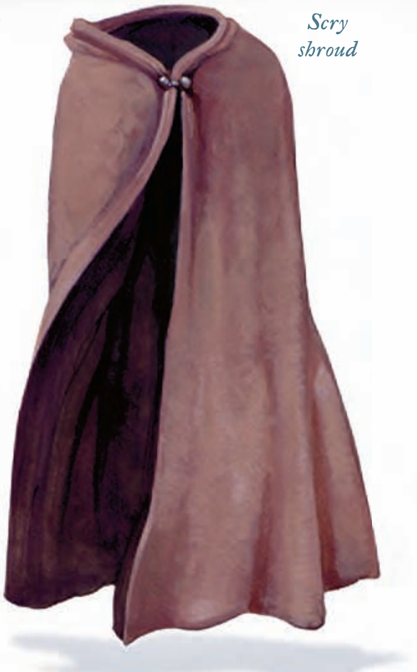
This ability functions three times per day.



Piercer cloak



Rearguard's cape



Scry shroud

Illus. by C. Critchlow

Prerequisites: Craft Wondrous Item, *expeditious retreat.*

Cost to Create: 1,150 gp, 92 XP, 3 days.

SCARAB OF INVULNERABILITY

Price (Item Level): 40,000 gp (17th)
Body Slot: Throat
Caster Level: 15th
Aura: Strong; (DC 22) transmutation
Activation: Swift (command)
Weight: —

This broad adamantine necklace bears a scarab of the same metal, polished to a mirrorlike sheen.

A *scarab of invulnerability* provides you with brief but complete protection from all forms of damage. For 1 round after activating the scarab, you are immune to all forms of damage (including ability damage), whether from weapons, spells, psionic powers, poison, environmental effects, or any other cause. The scarab doesn't protect you from harmful effects that don't deal damage.

A *scarab of invulnerability* functions once per day. You must wear a *scarab of invulnerability* for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

Prerequisites: Craft Wondrous Item, *iron body.*

Cost to Create: 20,000 gp, 1,600 XP, 40 days.

SCARAB OF STABILIZATION

Price (Item Level): 20,000 gp (15th)
Body Slot: Throat
Caster Level: 11th
Aura: Moderate; (DC 20) evocation
Activation: —
Weight: —

This solid gold scarab has obsidian chips for eyes. Glyphs of protection and health are carved into its carapace. A button at the base of its abdomen makes its legs clench or release, allowing it to be worn as a cloak clasp or a decorative piece of jewelry.

If your hit points drop below 0 but you are still alive (above –10 hit points), a *scarab of stabilization* automatically stabilizes you. You are still unconscious from your wounds, but you need not make a stabilization check each round to prevent further hit point loss. If another wound causes your hit points to drop lower, the scarab automatically stabilizes you again at your new hit point total, provided that it is still between –1 and –9.

If a wound would drop you to –10 hit points or lower, the secondary power of the scarab activates automatically. You do not die, but your hit point total becomes –1, and you automatically stabilize. This power functions only once—the scarab crumbles into dust as soon as this ability is used.

Prerequisites: Craft Wondrous Item, *contingency, cure light wounds.*

Cost to Create: 10,000 gp, 800 XP, 20 days.

SCENTBLINDER

Price (Item Level): 8,000 gp (11th)
Body Slot: Throat
Caster Level: 11th
Aura: Moderate; (DC 20) illusion
Activation: —
Weight: —

This battered pouch of rough burlap dangles from a tattered cord. A strong aroma of herbs and vegetable decay emanates through the fabric.

A *scentblinder* masks your odor, making the scent ability ineffective against you. Creatures cannot track you or detect your location by scent. It also masks the effect of extraordinary, spell-like, and supernatural abilities that you possess that are based on scent, such as a troglodyte's stench.

Prerequisites: Craft Wondrous Item, *persistent image.*

Cost to Create: 4,000 gp, 320 XP, 8 days.

SCOUT'S HEADBAND

Price (Item Level): 3,400 gp (8th)
Body Slot: Head
Caster Level: 9th
Aura: Moderate; (DC 19) divination
Activation: — and standard (command)
Weight: —

This tattered strip of cloth is strangely resilient, and when you hold it, elven runes appear along its length.

A *scout's headband* grants you a +2 competence bonus on Spot checks. This is a continuous effect and requires no activation.

In addition, this circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges enhances your visual acuity as described below.

1 charge: You gain darkvision out to 60 feet for 1 hour.

2 charges: You can see invisible creatures and objects (as *see invisibility*) for 10 minutes.

3 charges: You gain *true seeing* (as the spell) for 1 minute.

Lore: The runes appearing on the headband are taken from the Saga of Filix, a great elf scout from long ago (Knowledge [history] DC 10).

Filix bargained with Corellon for unparalleled powers of vision, but the gift came with a curse: The scout could see the deaths of all his friends as well (Knowledge [history] DC 15).

Driven nearly mad by the ghostly perceptions haunting him, Filix eventually fled society entirely, living out the rest of his long days alone in the wilderness (Knowledge [history] DC 20).

Prerequisites: Craft Wondrous Item, *see invisibility, darkvision, true seeing.*

Cost to Create: 1,700 gp, 136 XP, 4 days.

SCRY SHROUD

Price (Item Level): 4,000 gp (8th)
Body Slot: Shoulders
Caster Level: 7th
Aura: Moderate; (DC 18) illusion
Activation: — and immediate (mental)
Weight: —

The black lining of this nondescript gray cloak seems to absorb both light and sound.

While wearing a *scry shroud*, you gain a +5 competence bonus on saves against divination spells. This is a continuous effect and requires no activation.

Additionally, if you see or otherwise detect a magical sensor created by a *scrying* spell, you can activate the cloak to become invisible (as the *invisibility* spell) for 10 rounds.

Prerequisites: Craft Wondrous Item, *nondetection, invisibility.*

Cost to Create: 2,000 gp, 160 XP, 4 days.

SEPULCHRAL VEST

Price (Item Level): 2,000 gp (6th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: Immediate (command)
Weight: —

The smell of fresh graves and decaying lilies clings to this vest.

Sometimes jokingly dubbed "gravedigger's shirts," these items help characters who battle undead. When activated, a *sepulchral vest* grants you a +5 sacred bonus on saves against any effect generated by an undead creature for 1 round.

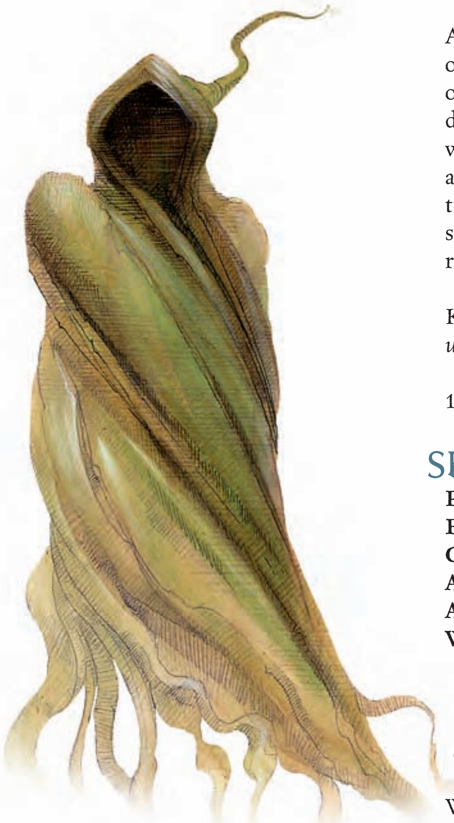
This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *death ward.*

Cost to Create: 1,000 gp, 80 XP, 2 days.

SHADOW MANIPLE

Price (Item Level): 3,700 gp (8th)
Body Slot: Arms
Caster Level: 7th
Aura: Moderate; (DC 18) illusion
Activation: Swift (command)
Weight: —



Shadow veil

Illus. by W. England

This wristband seethes with ever-shifting shadows. Its touch feels like frozen silk.

Actually a small rift between the Plane of Shadow and the Material Plane, a *shadow maniple* allows characters adept at shadow magic to derive healing from their use of such magic.

When you cast a spell with the shadow descriptor, or whenever you cast a mystery (see the shadowcaster class, *ToM* 111), you can activate the maniple to heal damage equal to the level of the spell or mystery.

A *shadow maniple* functions three times per day.

Prerequisites: Craft Wondrous Item, *shadow conjuration* or any apprentice mystery.

Cost to Create: 1,850 gp, 148 XP, 4 days.

SHADOW VEIL

Price (Item Level): 16,000 gp (14th)
Body Slot: Body
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: —
Weight: —

This greenish, indistinct robe is designed to envelop the entire body.

A *shadow veil* is crafted from the essence of the undead creatures known as shadows. While wearing it, you gain a +1 deflection bonus to AC. In addition, while in shadowy areas, you are treated as if you had concealment against creatures lacking darkvision, blindsight, or some other sensory ability that does not rely on light.

Prerequisites: Craft Wondrous Item, Knowledge (religion) 5 ranks, *create undead.*

Cost to Create: 8,000 gp, 640 XP, 16 days.

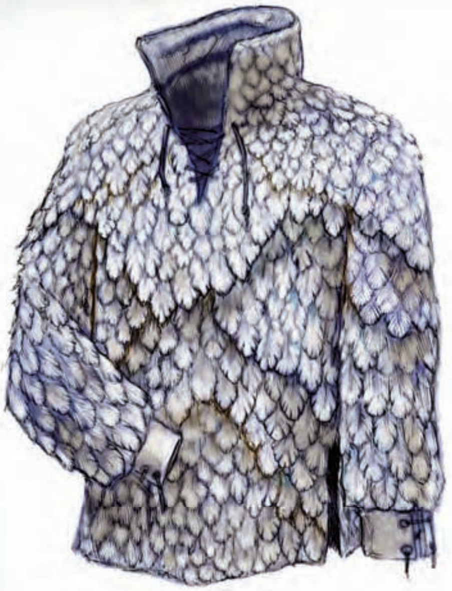
SHIFTWEAVE

Price (Item Level): 500 gp (3rd)
Body Slot: Torso
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (mental)
Weight: 5 lb.

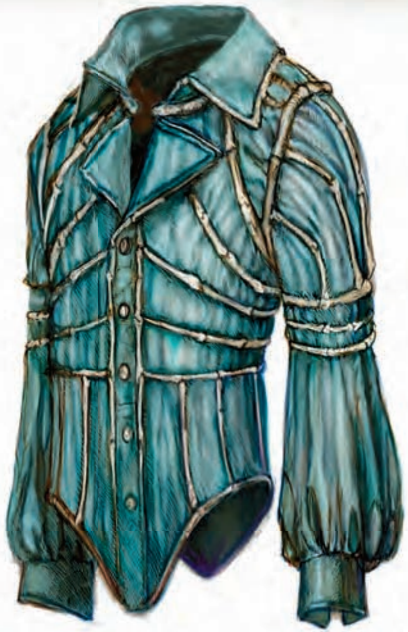
This otherwise plain-looking set of clothing seems to have gossamer threads woven randomly into the fabric.

When you activate *shiftweave*, it changes your garb to resemble any of five specific

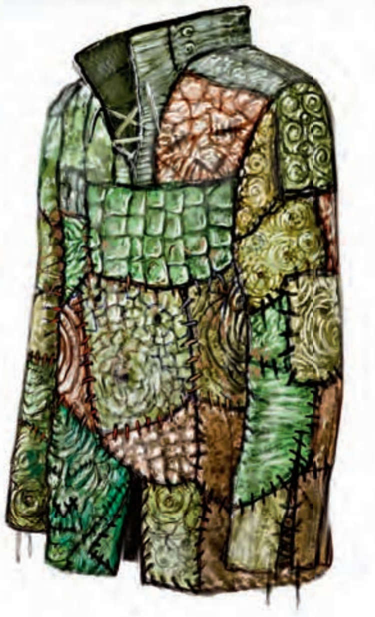
Illus. by E. Cox



Shirt of angels



Shirt of bone



Shirt of demonskin

outfits designated during its creation. *Shiftweave* has no effect on any armor you wear (nor can it mimic armor) and does not change the effect of any magical clothing you wear.

Lore: Though originally created for wealthy socialites who wanted to avoid wearing the same gown to the gala, *shiftweave* is also useful to spies and assassins (Knowledge [nobility and royalty] DC 10).

Prerequisites: Craft Wondrous Item, *disguise self*.

Cost to Create: 250 gp, 20 XP, 1 day.

SHIRT OF ANGELS

Price (Item Level): 15,000 gp (14th)
Body Slot: Torso
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: 1 lb.

This shirt is composed entirely of soft, white feathers like those from an angel's wings.

Despite its composition, a *shirt of angels* is as durable as the sturdiest homespun. This item grants you damage reduction 3/evil.

Prerequisites: Craft Wondrous Item, *righteous might*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

SHIRT OF BONE

Price (Item Level): 9,000 gp (12th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: 1 lb.

This sturdy cotton shirt has bone stays that reinforce its shape.

This shirt grants you damage reduction 3/bludgeoning.

Prerequisites: Craft Wondrous Item, *stoneskin*.

Cost to Create: 4,500 gp, 360 XP, 9 days.

SHIRT OF CHAINS

Price (Item Level): 9,000 gp (12th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: 1 lb.

This silken shirt is looped with lengths of fine silver chain in an intricate pattern.

This shirt grants you damage reduction 3/piercing.

Prerequisites: Craft Wondrous Item, *stoneskin*.

Cost to Create: 4,500 gp, 360 XP, 9 days.

SHIRT OF DEMONSKIN

Price (Item Level): 15,000 gp (14th)
Body Slot: Torso
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: 1 lb.

This leathery shirt is composed of bits of demonskin sewn together with a rough stitch.

This shirt grants you damage reduction 3/good.

Prerequisites: Craft Wondrous Item, *righteous might*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

SHIRT OF THE FEY

Price (Item Level): 15,000 gp (14th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: 1 lb.

This light blue shirt is made of material so fine it seems like gossamer. Embroidery along the neckline and cuffs depicts leaves and flowers. The faint scent of grass envelops it.

When donned, a *shirt of the fey* fades away, becoming almost impossible to see. This shirt grants you damage reduction 3/cold iron.

Prerequisites: Craft Wondrous Item, *stoneskin*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

SHIRT OF THE INEVITABLE

Price (Item Level): 15,000 gp (14th)
Body Slot: Torso
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: 10 lb.

This metal sheath covers the chest and shoulders

This shirt is actually the metallic chestplate from one of the constructs of Mechanus—a noble inevitable. It grants you damage reduction 3/chaotic.

Prerequisites: Craft Wondrous Item, *righteous might*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

SHIRT OF IRONSKIN

Price (Item Level): 15,000 gp (14th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: 10 lb.

This shirt is made of interlocking iron plates.

This shirt grants you damage reduction 3/adamantine.

Prerequisites: Craft Wondrous Item, *stoneskin*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

SHIRT OF THE LEECH

Price (Item Level): 8,000 gp (11th)
Body Slot: Torso
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: — and immediate (command)
Weight: 1 lb.

This blood-red, silk shirt looks as though it was tailored to be form-fitting.

Whenever a healing spell of 4th level or lower is cast within 30 feet of you, you instantly recognize the spell being cast. This is a continuous effect and requires no activation.

As an immediate action, you can activate a *shirt of the leech* to gain the effect of any healing spell cast within 30 feet of you, instead of the spell affecting its intended target. If the spell would normally affect more than one creature, you choose which target does not gain the effect. You must have line of sight to both the caster and the target to use this effect.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *mass cure light wounds*.

Cost to Create: 4,000 gp, 320 XP, 8 days.

SHIRT OF THE MOON

Price (Item Level): 15,000 gp (14th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: 1 lb.

This shirt is made of gleaming, silvery material that feels like cool silk to the touch.

This shirt grants you damage reduction 3/silver.

Prerequisites: Craft Wondrous Item, *stoneskin*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

SHIRT OF RESILIENCE

Price (Item Level): 12,000 gp (13th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: 3 lb.

This sturdy leather shirt is laced with a green leather cord.

This shirt grants you damage reduction 3/magic.

Prerequisites: Craft Wondrous Item, *stoneskin*.

Cost to Create: 6,000 gp, 480 XP, 12 days.

SHIRT OF SLAADSKIN

Price (Item Level): 15,000 gp (14th)
Body Slot: Torso
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: 1 lb.

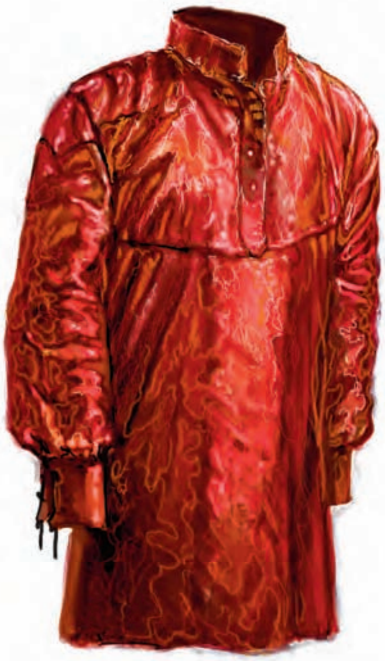
This lightweight, brightly colored shirt is made from a rubbery, pebbled hide.

This shirt is made from the skin of a slaad. It grants you damage reduction 3/lawful.

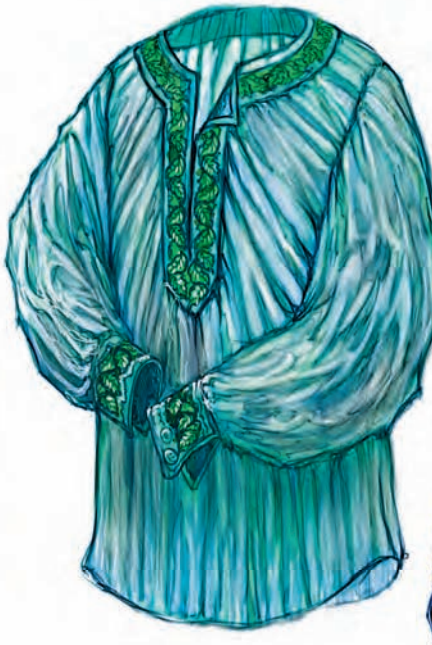
Prerequisites: Craft Wondrous Item, *righteous might*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

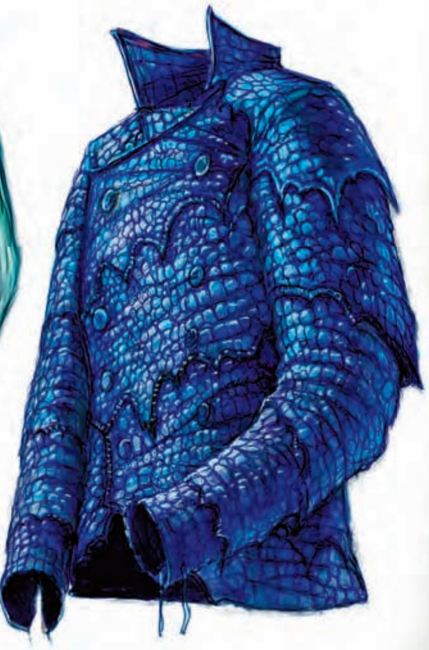
Illus. by E. Cox



Shirt of the leech



Shirt of the fey



Shirt of slaadskin

SHIRT OF THE TREANT

Price (Item Level): 9,000 gp (12th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: 1 lb.

This vest is made of woven leaves and laced with a strong vine.

The leaves that make up the fabric of this shirt were gathered from living treants. This shirt grants you damage reduction 3/slashing.

Prerequisites: Craft Wondrous Item, *stoneskin.*

Cost to Create: 4,500 gp, 360 XP, 9 days.

SHROUD OF SCALES

Price (Item Level): 24,000 gp (15th)
Body Slot: Body
Caster Level: 6th
Aura: Moderate; (DC 18) abjuration
Activation: —
Weight: 10 lb.

This opaque, reticulated shawl appears to contain hundreds of polychromatic dragon scales stitched into its fibers. Deep, flowing sleeves hang from long arm slits cut into the main body of the shawl.

While wearing a *shroud of scales,* you can use your arms and hands normally and see through the garment despite its apparent opacity. You gain damage reduction 5/magic and are immune to a dragon's frightful presence.

Prerequisites: Craft Wondrous Item, *stoneskin.*

Cost to Create: 12,000 gp, 960 XP, 24 days.

SILKSLICK BELT

Price (Item Level): 2,000 gp (6th)
Body Slot: Waist
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: — and swift (mental)
Weight: —

This belt is crafted from a thousand strands of silk, which are dyed the color of midnight.

A *silkslick belt* is a boon to burglars and contortionists, but also to anyone who wants to avoid being caught in a tight spot. You can attempt an Escape Artist check to escape from a grapple or pin as a move action (rather than as a standard action). This is a continuous effect and requires no activation.

In addition, once per day, you can activate a *silkslick belt* to gain a +10 competence bonus on the next Escape Artist check you begin before the end of your next turn.

Prerequisites: Craft Wondrous Item, *grease.*

Cost to Create: 1,000 gp, 80 XP, 2 days.

SKIRMISHER BOOTS

Price (Item Level): 3,200 gp (8th)
Body Slot: Feet
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: — and swift (command)
Weight: 1 lb.

These comfortable boots are made from soft doeskin.

Scouts (CAd 10) prize *skirmisher boots,* but any character can use them to increase combat prowess in a mobile battle. You gain a +2 bonus on damage rolls when you make a skirmish attack. This is a continuous effect and requires no activation. A character without the skirmish class feature does not gain this benefit.

In addition, you can activate *skirmisher boots* to make a single extra melee or ranged attack using your full base attack bonus. You can only activate this ability if you have already moved at least 10 feet from the space where you started your turn. Movement while mounted does not allow you to activate the boots. This benefit does not require the skirmish class feature and can be activated two times per day.

Prerequisites: Craft Wondrous Item, *haste.*

Cost to Create: 1,600 gp, 128 XP, 4 days.

SKULL PLAQUE

Price (Item Level): 6,200 gp (10th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: — and standard (command)
Weight: 2 lb.

The image of a grinning skull is engraved upon this ivory amulet. Black enamel inlays form a shield-shaped background.

Undead creatures take a –2 penalty on attack rolls against the wearer of a *skull plaque.* This is a continuous effect and requires no activation.

A *skull plaque* also has two additional abilities, each of which can be activated once per day: *death knell* and *detect undead.*

Prerequisites: Craft Wondrous Item, *death knell, detect undead, prayer.*

Cost to Create: 3,100 gp, 248 XP, 7 days.

SNAKEBLOOD TOOTH

Price (Item Level): 1,350 gp (5th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: — and immediate (command)
Weight: —

This tiny chunk of ivory resembles the fang of a snake.

When placed into an empty tooth socket, a *snakeblood tooth* adheres to your jawbone until removed. Placing or removing a tooth requires a standard action. A *snakeblood tooth* grants you a +5 alchemical bonus on saves against ingested poisons. This is a continuous effect and requires no activation.

In addition, a *snakeblood tooth* has 3 charges, which are renewed each day at dawn. Spending 1 or more charges enhances a tooth's protective qualities as described below.

1 charge: You gain a +5 alchemical bonus on saves against all types of poison for 3 rounds.

2 charges: You and up to three allies within 10 feet of you gain a +5 alchemical bonus on saves against poison for 3 rounds.

3 charges: You gain immunity to poison for 1 round.

Prerequisites: Craft Wondrous Item, *neutralize poison.*

Cost to Create: 675 gp, 54 XP, 2 days.

SOULSMITE GAUNTLETS

Price (Item Level): 3,000 gp (7th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Free (command)
Weight: 2 lb.

Each of these white steel gauntlets has a smooth cerulean gem mounted on the wrist.

Soulsmite gauntlets allow a soulborn (*MoI* 25) to channel the power of a soulmeld into her smite opposition ability. When you use smite opposition, you can select one soulmeld you have shaped. All essentia invested in that soulmeld becomes uninvested, and you gain an additional bonus on your attack roll and damage roll equal to the essentia that was invested. For example, if you were an 8th-level soulborn with 2 essentia invested in your *impulse boots*, you could drain that soulmeld temporarily to gain an additional +2 bonus on the attack roll and damage roll of your smite attack.

Essentia drained from a soulmeld in this way returns to your essentia pool and can be invested again as normal.

Chakra Bind (Hands): If you bind *soulsmite gauntlets* to your hands chakra, you gain one additional daily use of your smite opposition ability. When the gauntlets are bound, the gems mounted on them glow with soft inner light. See *Magic of Incarnum* for rules on binding magic items to your chakras.

Prerequisites: Craft Wondrous Item, essentia pool.

Cost to Create: 1,500 gp, 120 XP, 3 days.

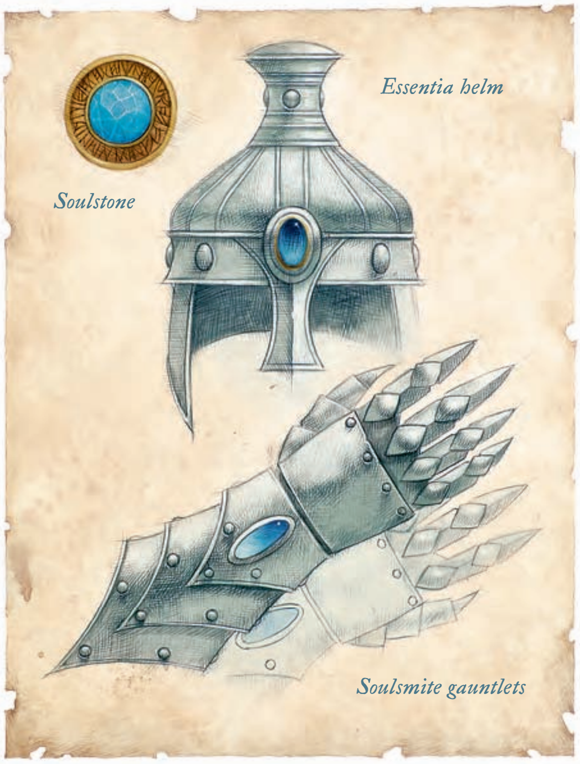
SOULSTONE

Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —; see text
Weight: —

This faceted gemstone is the size of a coin and mounted on a golden disk covered in runes and scrollwork.

Soulstones are boons to all those who channel the power of incarnum (see *Magic of Incarnum*). When you use the proper command thought, this gem adheres to the center of your forehead (the same command thought causes the soulstone to disengage). While you wear a *soulstone*, you can bind a soulmeld to your brow chakra, gaining the normal ability granted by such a bind. This effect functions despite the fact that you are currently wearing a magic item in that chakra. This bind is in addition to any binds you are already allowed (though it doesn't let you bind an extra soulmeld to your brow chakra).

If you are already able to bind soulmelds to your brow chakra, the *soulstone* instead grants you 1 bonus essentia that can be invested only in a soulmeld bound to your brow chakra.



If you also wear a magic item that grants an enhancement bonus to your Wisdom, a *soulstone* also allows you to unshape a soulmeld bound to your brow chakra and immediately reshape another soulmeld, even binding it to your brow chakra if you want. This ability requires a full-round action and functions once per day.

Prerequisites: Craft Wondrous Item, bind a soulmeld to a chakra, essentia pool.

Cost to Create: 5,000 gp, 400 XP, 10 days.

SPARE HAND

Price (Item Level): 12,000 gp (13th)
Body Slot: Waist
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: —
Weight: 5 lb.

This strange item consists of an animated arm and three-fingered claw attached to a heavy leather belt reinforced with strips of metal.

As its most basic function, a *spare hand* can grasp or carry any object you could normally carry in one hand, freeing your normal hands for other tasks. A *spare hand* can hold magic items such as wands and rods for easy access, but you cannot activate those items while they are so held. Transferring an item to or from a *spare hand* is a free action.

Whenever your *spare hand* is not carrying an item, you gain a +2 competence bonus on Climb, Escape Artist, and grapple checks. Without further augmentation from an infusion (see below), a *spare hand* cannot do anything other than hold an item—it cannot wield a weapon, retrieve a stored item, or perform any other task.

If you power a *spare hand* with a 1st-level infusion (see the EBERRON *Campaign Setting*), it gains additional qualities. Once per round, you can command the hand to stow an item or retrieve a stowed item (including a weapon) as a free action.

If you instead expend a 2nd-level infusion, the *spare hand* gains the above ability and can also hold a buckler or light shield, freeing your normal hand while still providing a bonus to AC from the shield. You still incur any armor check penalty or other drawbacks of holding the shield, and are subject to normal penalties if you are not proficient with the shield.

If you expend a 3rd-level infusion, a *spare hand* gains all the above abilities and becomes capable of wielding a light weapon. You can command a *spare hand* to make off-hand attacks with this weapon as if you were wielding it. A *spare hand* attacks using your normal attack modifier plus any appropriate penalties for an off-hand attack.

Using an infusion to power a *spare hand* requires 10 minutes and the expenditure of an infusion of the appropriate level. An infusion powers a *spare hand* for 24 hours.

Prerequisites: Craft Wondrous Item.

Cost to Create: 6,000 gp, 480 XP, 12 days.

SPELLMIGHT BRACERS

Price (Item Level): 3,300 gp (8th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: 1 lb.

These finely wrought, black steel bracers are etched with the image of a wand and a staff crossed. Magical runes surround both.

Spellmight bracers grant you the ability to sacrifice accuracy for damage when casting your spells. When casting a spell that requires a touch attack and that deals hit

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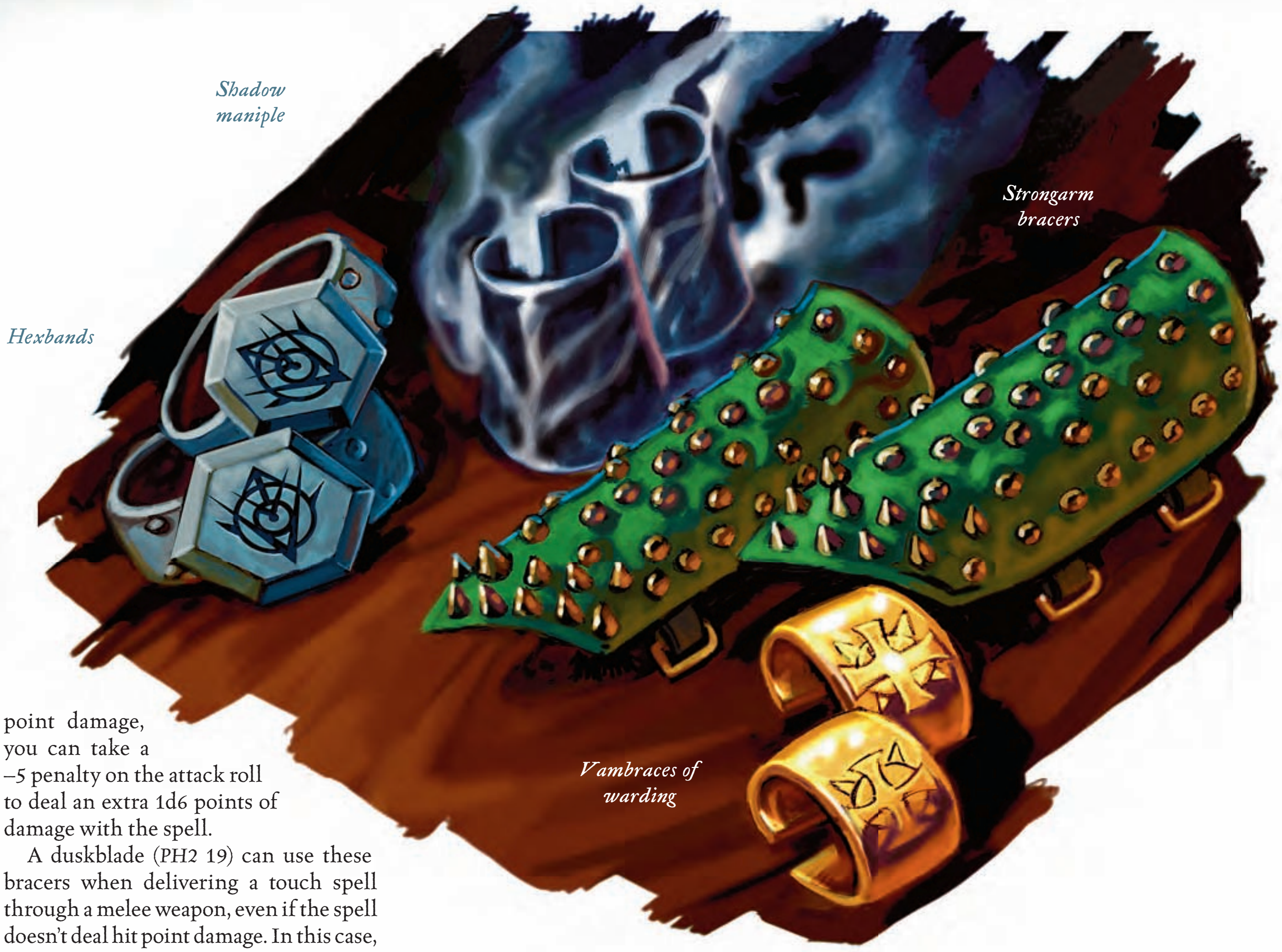


Illus. by S. Ellis

point damage, you can take a –5 penalty on the attack roll to deal an extra 1d6 points of damage with the spell.

A duskblade (*PH2* 19) can use these bracers when delivering a touch spell through a melee weapon, even if the spell doesn't deal hit point damage. In this case, the weapon (rather than the spell) deals an extra 1d6 points of damage.

Prerequisites: Craft Wondrous Item, *keen edge*.

Cost to Create: 1,650 gp, 132 XP, 4 days.

SPELLSIGHT SPECTACLES

Price (Item Level): 2,500 gp (7th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: —
Weight: —

These round-rimmed spectacles have blue-tinted lenses and a clear gem set into the joint of each earpiece.

Spellsight spectacles grant you a +5 competence bonus on Spellcraft checks made to decipher scrolls and Use Magic Device checks made to use scrolls.

Prerequisites: Craft Wondrous Item, *read magic*.

Cost to Create: 1,250 gp, 100 XP, 3 days.

SPELLSINK SCARAB

Price (Item Level): 2,000 gp (6th)
Body Slot: Throat
Caster Level: 11th
Aura: Moderate; (DC 20) abjuration
Activation: Immediate (command)
Weight: —

Exotic and arcane symbols circumscribe this scarab-shaped brooch.

You can activate a *spellsink scarab* whenever you would take hit point damage from a spell or psionic power. A scarab has 3 charges, which are renewed each day at dawn. Spending 1 or more charges reduces the damage dealt to you by the spell or power (to a minimum of 0 points of damage).

1 charge: Reduce damage by 2d6 points.

2 charge: Reduce damage by 3d6 points.

3 charges: Reduce damage by 4d6 points.

Prerequisites: Craft Wondrous Item, *greater dispel magic*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

STEADFAST BOOTS

Price (Item Level): 1,400 gp (5th)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: 1 lb.

These thick, heavy boots are reinforced with iron along the sole.

Steadfast boots help keep you on your feet. You gain a +4 bonus on checks made to avoid being bull rushed, overrun, or tripped.

Furthermore, as long as you carry a two-handed weapon, you are treated as if you had readied that weapon against any creature that charges you (and thus it deals double damage if your attack is successful), even if the weapon can't normally be set against a charge.

Prerequisites: Craft Wondrous Item, *bull's strength.*

Cost to Create: 700 gp, 56 XP, 2 days.

STORM GAUNTLETS

Price (Item Level): 10,604 gp (13th)
Body Slot: Hands
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: — and standard (command)
Weight: 1 lb.

Ribbons of electricity crackle over these gleaming, blue-tinged metal gauntlets. Jagged white bolts arc between the pair, filling the air with the scent of ozone.

When worn together, this pair of *+1 spiked gauntlets* grants you resistance to electricity 5. This is a continuous effect and requires no activation.

In addition, *storm gauntlets* have 4 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to generate a number of electrcity-based effects.

1 charge: shocking grasp.

2 charges: lightning bolt (Reflex DC 14 half).

4 charges: electric spheres. These act like *flaming spheres,* except that you create four spheres of crackling electricity. You can direct any or all of the spheres with the same action. Multiple spheres directed at the same creature deal damage separately (Reflex DC 13 half). These spheres deal electric damage.

Prerequisites: Craft Magic Arms and Armor, *shocking grasp, lightning bolt.*

Cost to Create: 5,000 gp (plus 604 gp for two masterwork gauntlets), 400 XP, 10 days.

STRONGARM BRACERS

Price (Item Level): 6,000 gp (10th)
Body Slot: Arms
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: 1 lb.

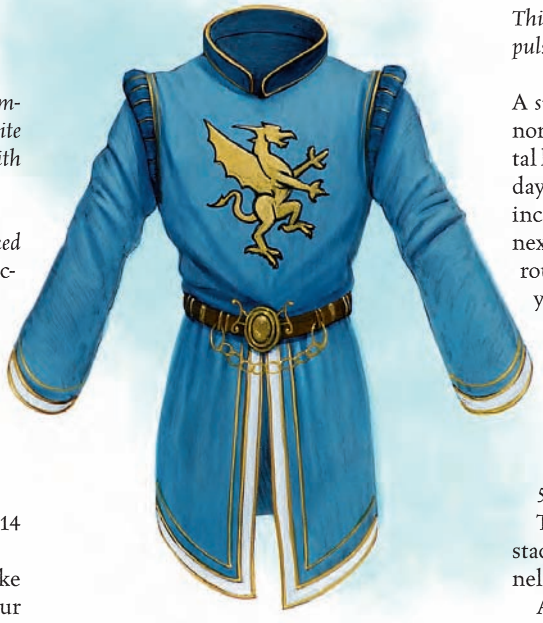
These flexible, blue-green leather armbands are covered with gold studs.

When wearing *strongarm bracers,* you can wield weapons as if you were one size category larger than normal. (You don't take any penalty when using weapons as normal for your size.) For example, a human wearing these bracers could wield Large or Medium weapons without penalty.

The effect of these bracers doesn't stack with the powerful build trait (such as that possessed by the half-giant and goliath races).

Prerequisites: Craft Wondrous Item, *enlarge person.*

Cost to Create: 3,000 gp, 240 XP, 6 days.



Surcoat of valor

SURCOAT OF VALOR

Price (Item Level): 4,000 gp (8th)
Body Slot: Torso
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: 1 lb.

This is a fine blue linen surcoat, with gold and white trim and a golden dragon rampant emblazoned on the chest.

If you are a knight (*PH2* 24), a *surcoat of valor* grants you various benefits associated with your challenge ability. You can increase the save DC of your knight's challenge by 1.

If you also wear a magic item that provides a bonus on Will saves (or on all saves), the duration of your knight's challenge increases by 1 round.

Despite the described appearance, a surcoat automatically changes its colors and image to match your official symbol or heraldry.

Prerequisites: Craft Wondrous Item, *eagle's splendor.*

Cost to Create: 2,000 gp, 160 XP, 4 days.

SURGE CRYSTAL

Price (Item Level): 18,000 (14th)
Body Slot: Head
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Activation: Swift (command)
Weight: —

This leather band holds an indigo crystal that pulses with a vibrant radiance.

A *surge crystal* allows you to exceed your normal manifesting limits briefly. A crystal has 5 charges, which are renewed each day at dawn. Spending 1 or more charges increases your manifester level for the next psionic power you manifest in that round. The manifester level boost gives you the ability to augment the power to a higher degree than you otherwise could; however, you must still pay the extra power point cost for this augmentation.

1 charge: +1 manifester level.

3 charges: +2 manifester level.

5 charges: +3 manifester level.

The benefit from a *surge crystal* doesn't stack with wild surge or the Overchannel feat.

A *surge crystal* can be activated only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Prerequisites: Craft Wondrous Item, wild surge (*EPH* 31) or Overchannel feat.

Cost to Create: 9,000 gp, 648 XP, 18 days.

SYMBOL OF TRANSFIGURATION

Price (Item Level): 500 gp (3rd)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: —

This holy symbol is warm and radiates a sense of peace and security, as if an angel had been wearing it close to her heart.

Many good-aligned religions have some especially well-wrought holy symbols that are actually *symbols of transfiguration.* Three times per day, a *symbol of transfiguration* allows you to produce a *purify food and drink* effect. Once per day, you

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can use *align weapon* (good only) on any weapon you hold, though the duration is only 1 round.

Prerequisites: Craft Wondrous Item, *align weapon*, *purify food and drink*.

Cost to Create: 250 gp, 20 XP, 1 day.

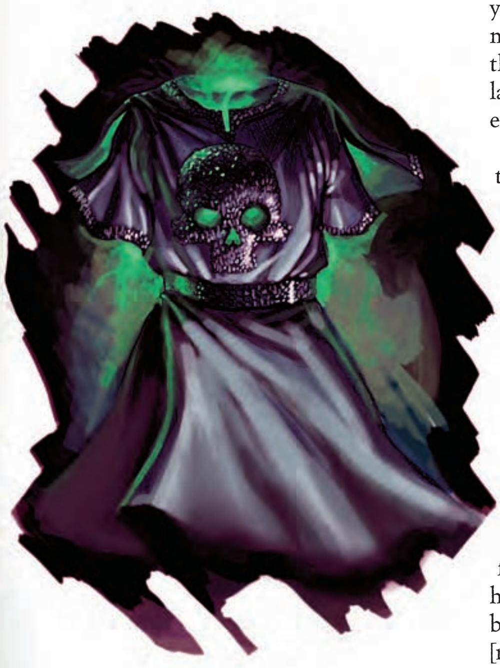
TABARD OF THE DISEMBODIED [RELIC]

Price (Item Level): 6,000 gp (10th)
Body Slot: Torso
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: Standard (mental)
Weight: 1 lb.

This misty gray tabard is silky soft to the touch. It is embroidered with small sequins in a skull motif.

A *tabard of the disembodied* is connected to the Ethereal Plane, the realm where ghosts hold sway. Once per day, you can activate this tabard to become ethereal for 1 round, provided that you are neutral evil, lawful evil, chaotic evil, or neutral.

Relic Power: If you have established the proper divine connection, you can activate a *tabard of the disembodied* to transport yourself to the Ethereal Plane (as the *ethereal jaunt* spell) for up to 10 rounds per day. This duration need not be continuous, and the effect is dismissable with another standard (mental) action. While you are on the Ethereal Plane, the spells you cast affect the Material Plane normally, unlike those of spellcasters who reach the Ethereal Plane by other means.



Tabard of the disembodied

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To use the relic power, you must worship Nerull and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Lore: The first of these tabards is said to have been among the burial raiments of Shedlazzar IV, a legendary wizard-king who haunted his castle for decades after his death. His grandson, a noted necromancer in his own right, wrested the secret of the tabard's creation from his ancestor's ghost using an exceptionally cruel torture technique designed to psychically flay the spirit (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *ethereal jaunt*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

TABARD OF THE GREAT CRUSADE [RELIC]

Price (Item Level): 5,500 gp (10th)
Body Slot: Torso
Caster Level: 20th
Aura: Strong; (DC 25) conjuration
Activation: — and move (manipulation); see text
Weight: 1 lb.

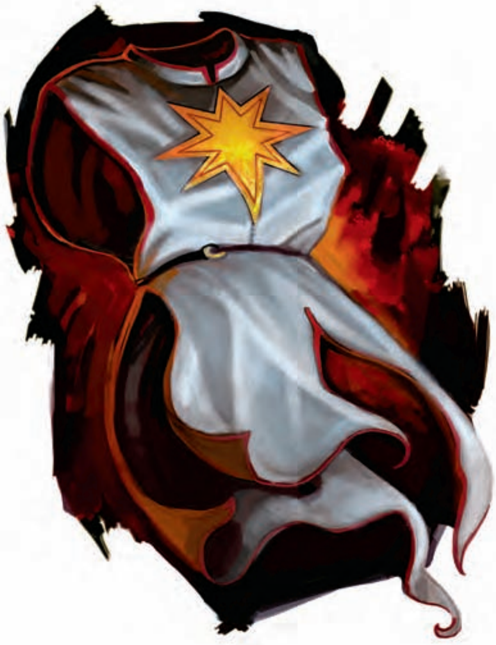
This silvery tabard is emblazoned with a stylized sunburst design.

Because of its association with uncommon valor and amazing healing power, a *tabard of the great crusade* is a welcome sight at any scene of armed conflict. When you wear one of these garments over armor, you and every ally within 20 feet gains a +1 morale bonus on saving throws, provided that you are lawful neutral, lawful good, lawful evil, or neutral. This is a continuous effect and requires no activation.

Relic Power: If you have established the proper divine connection, a *tabard of the great crusade* also provides you with damage reduction 5/evil. Furthermore, any ally other than you who grasps the hem of the tabard (a move [manipulation] action) can gain the benefit of a *heal* spell. This ability functions once per day.

To use the relic power, you must worship St. Cuthbert and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Lore: Only seven of these tabards are known to exist. Originally made for an elite cadre of warrior-healers, they have since been passed down from one battlefield cleric to another (Knowledge [religion] DC 20).



Tabard of the great crusade

Prerequisites: Craft Wondrous Item, Sanctify Relic, *heal*.

Cost to Create: 2,750 gp, 220 XP, 6 days.

THIRD EYE

This small hemispherical crystal has a wide, flat facet on one side and a multifaceted dome shape on the other. It sparkles with an inner gleam.

When you issue the proper command thought (a standard action) to a *third eye*, it adheres to the center of your forehead (the same command causes the item to disengage). Some third eyes function continuously when worn, while others require activation.

Third Eye Aware

Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) divination
Activation: —
Weight: —

This crystal glows with a pale, faint blue light.

This crystal continually grants you a +10 competence bonus on Spot checks.

Prerequisites: Craft Wondrous Item, Spot 10 ranks.

Cost to Create: 5,000 gp, 400 XP, 10 days.

Third Eye Clarity

Price (Item Level): 3,000 gp (7th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: Immediate (mental)
Weight: —

This crystal is so clear that it is difficult to see.

You can activate this crystal to negate any one of the following conditions affecting you: *confused*, dazed, fascinated, or stunned.

You can activate the eye in response to an effect that would impose one of these conditions (for instance, after failing your save against a monk's Stunning Fist attack but before the stun takes effect).

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *panacea* (SC 152).

Cost to Create: 1,500 gp, 120 XP, 3 days.

Third Eye Conceal

Price (Item Level): 120,000 gp (21st)
Body Slot: Face
Caster Level: 15th
Aura: Strong; (DC 22) enchantment
Activation: —
Weight: —

A bright white light shines from the heart of this crystal, seeming to offer the promise of protection.

A *third eye conceal* protects you from view by all devices, spells, or powers that detect, influence, or read emotions or thoughts, as well as those with mind-affecting or scrying descriptors. It even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to affect your mind or to gain information about you (however, *metafaculty* can pierce the protective quality). In the case of *arcane eye*, *remote viewing*, or a *scrying* spell used to scan an area you are in, the effect works but you simply aren't detected.

Prerequisites: Craft Wondrous Item, *mind blank* or *psionic mind blank* (EPH 119).

Cost to Create: 60,000 gp, 4,800 XP, 120 days.

Third Eye Concentrate

Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: —

Glowing with a faint magenta light, this crystal draws your eyes into its limitless depths.

This crystal grants you a +10 competence bonus on Concentration checks.

Prerequisites: Craft Wondrous Item, Concentration 10 ranks.

Cost to Create: 5,000 gp, 400 XP, 10 days.

Third Eye Dampening

Price (Item Level): 2,500 gp (7th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration
Activation: Immediate (mental)
Weight: —

This matte black crystal seems to absorb any ambient light, rather than reflect or refract it.

You can activate a *third eye dampening* to reduce all variable numeric effects of the next power, psi-like ability, spell, or spell-like ability that affects you to the minimum value (if this power or spell would affect multiple creatures, only you are protected). This protection lasts until the end of your next turn.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *dispel magic* or *damp power* (CP 82)

Cost to Create: 1,250 gp, 100 XP, 3 days.

Third Eye Dominate

Price (Item Level): 120,000 gp (21st)
Body Slot: Face
Caster Level: 17th
Aura: Strong; (DC 23) enchantment
Activation: Standard (mental)
Weight: —

This yellow, gleaming crystal pulses with hypnotic power.

A *third eye dominate* allows you to use *dominate monster* (as the spell) once per day on any creature within 60 feet (Will DC 23 negates).

Prerequisites: Craft Wondrous Item, *dominate monster* or *psionic dominate* (EPH 96).

Cost to Create: 60,000 gp, 4,800 XP, 120 days.

Third Eye Expose

Price (Item Level): 2,500 gp (7th)
Body Slot: Face
Caster Level: 15th
Aura: Strong; (DC 22) transmutation
Activation: —
Weight: —

Emitting a white glow, this crystal seems to shed light into the deepest shadows.

This crystal grants you a +5 competence bonus on Sense Motive checks.

Prerequisites: Craft Wondrous Item, Sense Motive 5 ranks.

Cost to Create: 1,250 gp, 100 XP, 3 days.

Third Eye Freedom

Price (Item Level): 2,600 gp (7th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: Immediate (mental)
Weight: —

This crystal flickers rapidly through a range of reddish hues.

You can activate a *third eye freedom* to trigger a *freedom of movement* effect lasting for 1 round. Since this ability suppresses only the effect hindering your movement, you must either find some other method of removing or eliminating the effect, or it will resume after the duration ends.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *freedom of movement.*

Cost to Create: 1,300 gp, 104 XP, 3 days.

Third Eye Gather

Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) divination
Activation: —
Weight: —

This crystal beams with a deep blue light.

This crystal grants you a +10 competence bonus on Gather Information checks.

Prerequisites: Craft Wondrous Item, Gather Information 10 ranks.

Cost to Create: 5,000 gp, 400 XP, 10 days.

Third Eye Improvisation

Price (Item Level): 1,000 gp (4th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: Swift (mental)
Weight: —

This crystal flickers from one color to the next in the blink of an eye.

You can activate this crystal to gain a +5 competence bonus on a single skill check for a skill in which you have no ranks. You are treated as being trained in the skill for the purpose of making this check. You must begin the check before the end of your turn to gain this benefit, and the check must be completed within 10 minutes. You can't take 20 on this check (though you can take 10).

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *guidance*.

Cost to Create: 500 gp, 40 XP, 1 day.

Third Eye Penetrate

Price (Item Level): 8,000 gp (11th)
Body Slot: Face
Caster Level: 15th
Aura: Strong; (DC 22) no school
Activation: —
Weight: —

This crystal glows with a piercing sapphire light.

A *third eye penetrate* grants you a +2 bonus on caster level checks to overcome a creature's spell resistance.

Prerequisites: Craft Wondrous Item, *limited wish* or *bend reality* (EPH 80).

Cost to Create: 4,000 gp, 320 XP, 8 days.

Third Eye Powerthieve

Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) enchantment
Activation: Standard (mental)
Weight: —

This clear crystal features a faintly glowing emerald-green heart.

A *third eye powerthieve* allows you to borrow one power from a psionic target within 40 feet once per day. If the target fails a DC 16 Will save, it instantly loses one power of your choice, and you instantly gain temporary knowledge of that power. You can manifest the borrowed power normally if you have sufficient power points to pay its cost. You retain knowledge of the power for up to 70 minutes, at which time you lose knowledge of the power and the former owner regains it, regardless of distance. If the former owner is dead, you still lose the borrowed power.

Prerequisites: Craft Wondrous Item, *dominate person* or *thieving mindlink* (EPH 121).

Cost to Create: 5,000 gp, 400 XP, 10 days.

Third Eye Repudiate

Price (Item Level): 15,000 gp (14th)
Body Slot: Face
Caster Level: 10th
Aura: Moderate; (DC 25) abjuration
Activation: Immediate (mental)
Weight: —

This crystal emits a powerful azure light.

A *third eye repudiate* allows you to use *dispel magic* (as the spell) once per day.

Prerequisites: Craft Wondrous Item, *dispel magic* or *dispel psionics* (EPH 94).

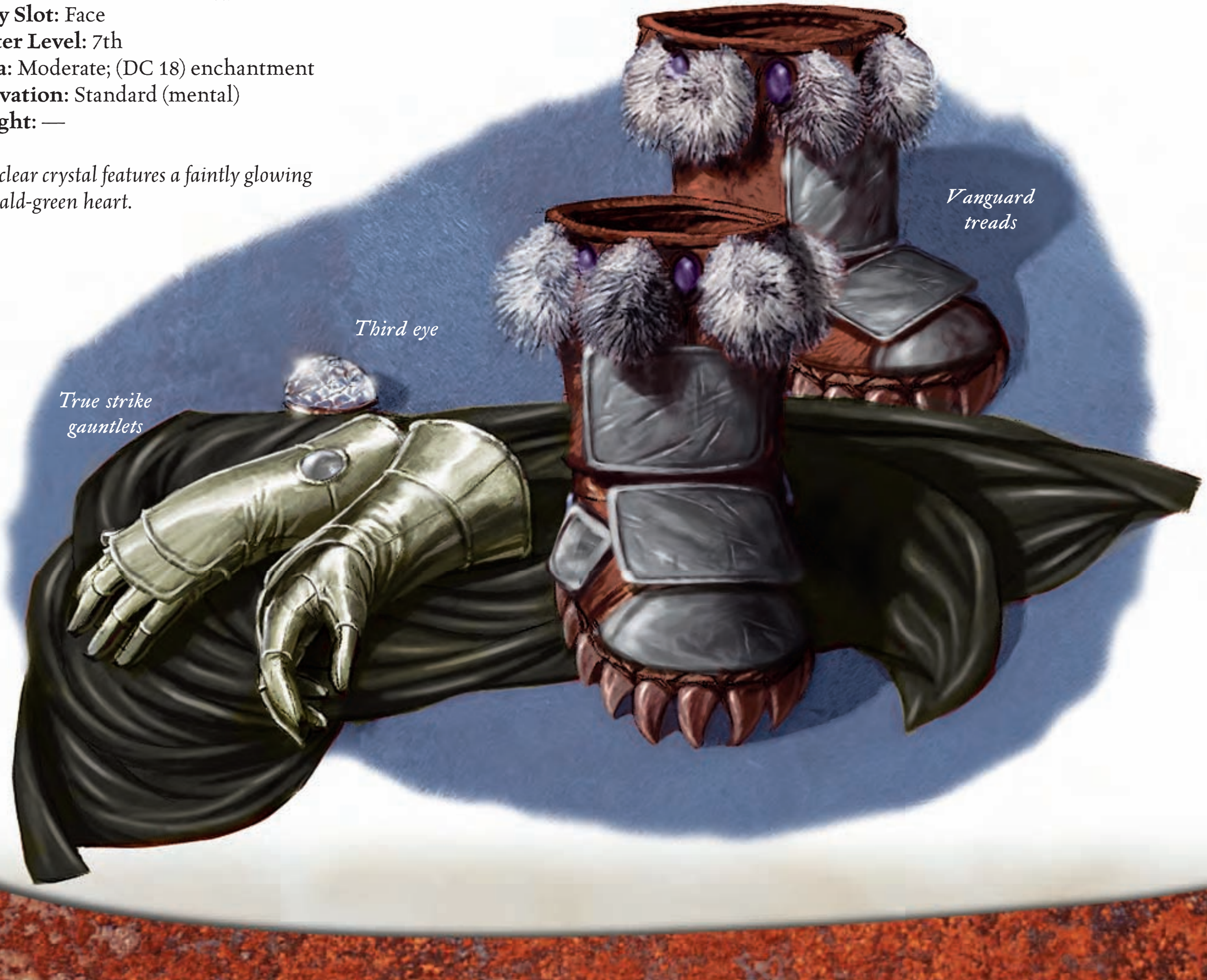
Cost to Create: 7,500 gp, 600 XP, 15 days.

Third Eye Sense

Price (Item Level): 24,000 gp (15th)
Body Slot: Face
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: Standard (mental)
Weight: —

This bright orange crystal emits a steady inner glow.

At will, you can activate this crystal to see and hear a distant location. Line of sight or line of effect is not necessary, but the locale must be a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once the locale has been selected, the focus of your sight does not move, but can be rotated in all directions to view the area as desired. Psionically, magically, or supernaturally enhanced senses cannot be used through this item. If the chosen locale is shrouded in magical or psionic darkness, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the



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center of the effect or out to the extent of your darkvision. This effect does not work across planes.

Prerequisites: Craft Wondrous Item, *scrying* or *clairvoyant sense* (EPH 83).

Cost to Create: 12,000 gp, 960 XP, 24 days.

Third Eye Surge

Price (Item Level): 2,100 gp (6th)
Body Slot: Face
Caster Level: 13th
Aura: Strong; (DC 21) transmutation
Activation: Swift (command)
Weight: —

A pulsing green glow shines from this crystal.

A *third eye surge* has 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you an insight bonus on Strength checks, Dexterity checks, Strength- and Dexterity-based skill checks, and weapon damage rolls for 1 round.

1 charge: +2 insight bonus.
2 charges: +3 insight bonus.
3 charges: +4 insight bonus.

Prerequisites: Craft Wondrous Item, *true strike* or *adrenaline boost* (CP 78).

Cost to Create: 1,050 gp, 84 XP, 3 days.

TORC OF DISPLACEMENT

Price (Item Level): 2,000 gp (6th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) illusion
Activation: Immediate (mental)
Weight: —

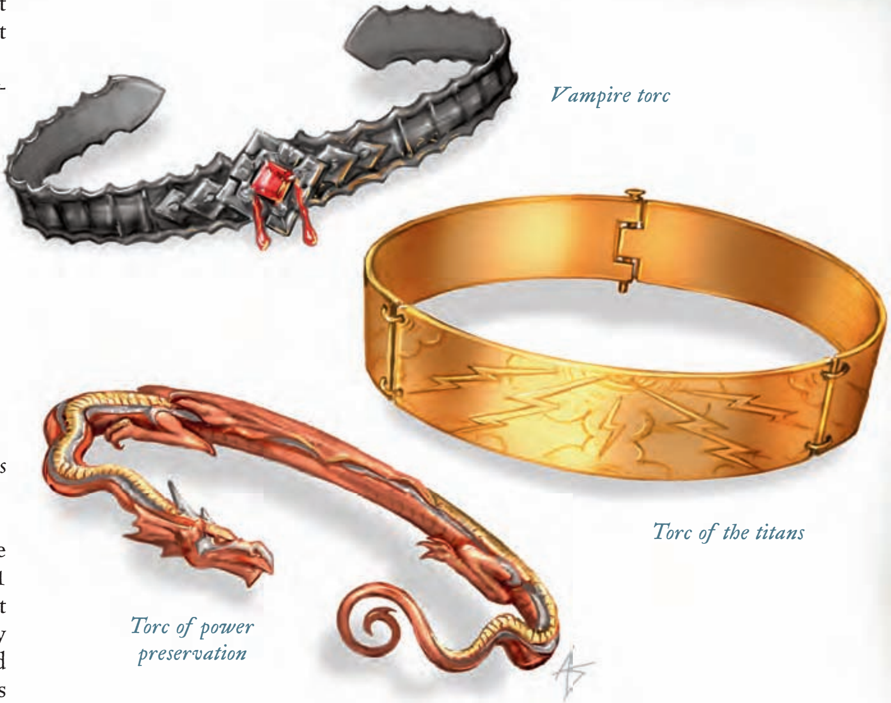
This glass torc is partially silvered. From some angles it is perfectly transparent; from others it reflects like a mirror.

A *torc of displacement* allows you to temporarily shift your image slightly away from your current location. A torc has 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you concealment for 1 round. The effectiveness of this concealment (the miss chance provided) varies depending on the number of charges spent.

1 charge: 20% miss chance.
2 charges: 30% miss chance.
3 charges: 40% miss chance.

Prerequisites: Craft Wondrous Item, *displacement.*

Cost to Create: 1,000 gp, 80 XP, 2 days.



Illus. by A. Stokes

TORC OF HEROIC SACRIFICE

Price (Item Level): 6,000 gp (10th)
Body Slot: Throat
Caster Level: 13th
Aura: Strong; (DC 21) enchantment
Activation: Immediate (command)
Weight: —

This jet-black torc is crafted in the form of two clasped hands.

A *torc of heroic sacrifice* allows you to take an injury meant for your ally. When you activate this torc, you take all the damage dealt to a single ally by a single attack or effect that has just occurred. The damage dealt to you has no type, and therefore ignores any energy resistance, damage reduction, or immunities you might have. The ally must be within 30 feet, and you must have line of sight to that ally.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *greater heroism.*

Cost to Create: 3,000 gp, 240 XP, 6 days.

TORC OF POWER PRESERVATION

Price (Item Level): 4,000 gp (8th)
Body Slot: Throat
Caster Level: 15th
Aura: Strong; (DC 22) no school
Activation: —
Weight: —

This copper neck band is inlaid with gold, silver, and platinum. The inlays take the form of a dragon writhing across the surface of the torc.

Five times per day, you can manifest a power by paying power points equal to the standard cost minus 1 (minimum 1).

Prerequisites: Craft Wondrous Item, *limited wish* or *bend reality* (EPH 80).

Cost to Create: 2,000 gp, 160 XP, 4 days.

TORC OF THE TITANS

Price (Item Level): 3,300 gp (8th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: 1 lb.

Dramatic, but simple, images of clouds and lightning blots cover this thick, golden neck ring.

When you activate a *torc of the titans,* you gain a +5 morale bonus on Strength checks, Strength-based skill checks, and melee weapon damage rolls for 1 round.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *bull's strength.*

Cost to Create: 1,650 gp, 132 XP, 4 days.

TOXIC GLOVES

Price (Item Level): 6,000 gp (10th)
Body Slot: Hands
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: Swift (mental)
Weight: —

These smooth black leather gloves feel slightly sticky to the touch.

Toxic gloves allow you to imbue a held weapon with poison without any risk to yourself. When you activate these gloves, choose a single melee weapon you hold. The next attack made with that weapon before the end of your turn also poisons the target (injury; 1d6 Con/1d6 Con; Fort DC 16 negates).

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *poison*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

TRANSPOSER CLOAK

Price (Item Level): 6,000 gp (10th)
Body Slot: Shoulders
Caster Level: 12th
Aura: Strong; (DC 21) conjuration
Activation: Swift (command)
Weight: —

This cloak is divided diagonally into two colors. The upper portion is pure white, while the lower is black as night.

A *transposer cloak* allows you to switch positions with another creature. When you activate this cloak, you and any one creature within 30 feet swap positions. Both you and the target must occupy the same size of space on the battlefield (for instance, a human could swap places with a dwarf or a goblin, but not with an ogre or a cat). If the other creature is unwilling to trade positions, it is allowed a DC 13 Will save to negate the effect. Each creature can bring along objects weighing up to its maximum load, but additional creatures can't be brought along.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *baleful transposition* (SC 23).

Cost to Create: 3,000 gp, 240 XP, 6 days.

TRUE STRIKE GAUNTLETS

Price (Item Level): 3,500 gp (8th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: Standard (command)
Weight: —

These supple leather gauntlets are dyed the color of ivory.

When you activate *true strike gauntlets*, you gain a +20 insight bonus on the next attack you make before the end of your next turn.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *true strike*.

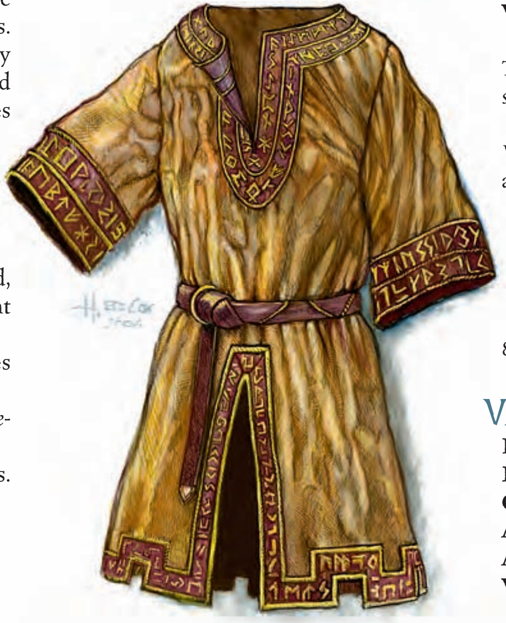
Cost to Create: 1,750 gp, 140 XP, 4 days.

TUNIC OF STEADY SPELLCASTING

Price (Item Level): 2,500 gp (7th)
Body Slot: Torso
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: 1 lb.

This earth-colored tunic is sturdy, though the material is as soft as silk. Around the neck, wrists, and hem are runes of stability stitched in gold thread.

You gain a +5 competence bonus on Concentration checks. Despite the name, the tunic's bonus applies on all Concentration checks, not just those made to cast spells.



Tunic of steady spellcasting

Illus. by E. Cox

Prerequisites: Craft Wondrous Item, *bear's endurance*.

Cost to Create: 1,250 gp, 100 XP, 3 days.

UNICORN PENDANT

Price (Item Level): 6,000 gp (10th)
Body Slot: Throat
Caster Level: 10th
Aura: Moderate; (DC 20) conjuration
Activation: Swift (command)
Weight: 1 lb.

A marble unicorn's head with a horn of gold has been sculpted onto the face of this pendant.

A *unicorn pendant* has two abilities, each of which can be activated once per day: *cure moderate wounds* (2d8+10 points of damage) and *neutralize poison*.

In addition, if you are a paladin wearing a *unicorn pendant*, you treat your Charisma as 4 points higher than normal for the purpose of your lay on hands ability. This is a continuous effect and requires no activation.

Prerequisites: Craft Wondrous Item, *cure moderate wounds*, *neutralize poison*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

VAMBRACES OF WARDING

Price (Item Level): 8,000 gp (11th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: —
Weight: 1 lb.

These golden bracers are engraved with holy sigils.

Vambraces of warding fit snugly over the arms of any creature that dons them. A good-aligned wearer gains a +2 sacred bonus to AC against ranged attacks.

Prerequisites: Craft Wondrous Item, *protection from arrows*.

Cost to Create: 4,000 gp, 320 XP, 8 days.

VAMPIRE TORC

Price (Item Level): 5,000 gp (9th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: Swift (command)
Weight: —

This black iron torc bears a ruby that seems to weep tears of blood.

A *vampire torc* allows you to heal your own wounds when you deal damage to an enemy. When you activate this torc, the next successful melee attack you make before the end of your turn also heals you of an amount of damage equal to half the damage your attack dealt. This ability functions equally well regardless of your creature type. If you don't deal damage with a melee attack before the end of your turn, that activation of the torc is wasted.

This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *vampiric touch.*

Cost to Create: 2,500 gp, 200 XP, 5 days.

VANGUARD TREADS

Price (Item Level): 3,100 gp (8th)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: 2 lb.

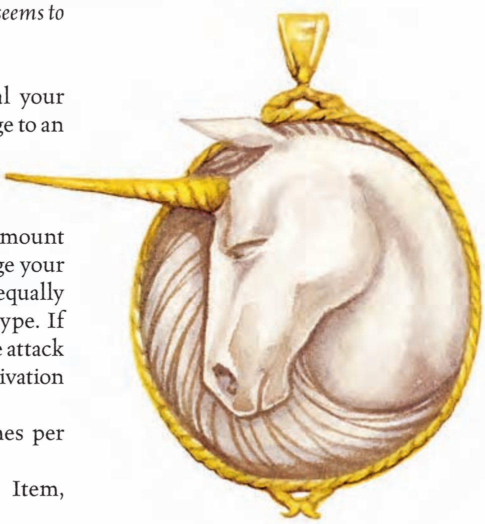
These massive boots have spiked, treaded soles and look large enough to fit a heavily armored ogre. A row of inset amethysts runs around the top cuff.

Vanguard treads provide you with superior traction and stability, which provides the following effects:

- You can move through difficult terrain (such as rubble, undergrowth, steep slopes, stairs, or snow) at normal speed and without suffering any other impairment.
- You are unaffected by slippery ice, wet stones, or other surfaces where traction is a problem.
- You gain a +8 bonus on attempts to resist bull rushes and a +4 bonus on grapple checks to resist a grapple attempt if that grapple would move you into another square.

Areas that have been magically manipulated to impede movement (such as by an *entangle* spell) still affect you, as do water, quicksand, and other nonsolid surfaces. You still have to slow down for narrow paths requiring Balance checks and for surfaces steep enough to require Climb checks.

If the terrain deals damage (such as the burning ground on the Elemental Plane of Fire), you still take that damage.



Unicorn pendant

The massive spikes and treads on the soles of *vanguard treads* leave a distinctive trail. Anyone following you gains a +10 circumstance bonus on Survival and Search checks made to track you.

Lore: Ancient giants made the first *vanguard treads* to aid their scouts in navigating difficult terrain and hazards (Knowledge [arcana] DC 15).

Prerequisites: Craft Wondrous Item, *spider climb.*

Cost to Create: 1,550 gp, 124 XP, 4 days.

VANISHER CLOAK

Price (Item Level): 2,500 gp (7th)
Body Slot: Shoulders
Caster Level: 3rd
Aura: Faint; (DC 16) illusion
Activation: Standard (mental)
Weight: 1 lb.

This silk cloak is seamless—a single sheet of gossamer, gray fabric.

A *vanisher cloak* allows you and nearby allies to briefly disappear from sight. A cloak has 3 charges, which are renewed each day at dawn. Spending 1 or more charges turns you (and perhaps one or more allies) invisible, as the *invisibility* spell, for 1 or more rounds.

1 charge: You become invisible for 4 rounds.

2 charges: You and one adjacent ally become invisible for 3 rounds.

3 charges: You and up to three adjacent allies become invisible for 2 rounds.

Prerequisites: Craft Wondrous Item, *invisibility.*

Cost to Create: 1,250 gp, 100 XP, 3 days.

VEIL OF ALLURE

Price (Item Level): 14,000 gp (14th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: —

Dyed in swirls of pink and purple, this semi-transparent veil looks like the garb of a sultan's harem dancer.

A *veil of allure* increases the save DC of your enchantment spells or spell-like abilities, as well as the Charisma-based save DCs of your extraordinary or supernatural abilities, by 2.

Prerequisites: Craft Wondrous Item, *eagle's splendor.*

Cost to Create: 7,000 gp, 560 XP, 14 days.

VEST OF THE ARCHMAGI

Price (Item Level): 200,000 gp (25th)
Body Slot: Torso
Caster Level: 20th
Aura: Strong; (DC 25) no school
Activation: — and swift (command)
Weight: 2 lb.

This gold-brocaded, burgundy garment seems fit to be worn by the gods themselves.

The *vest of the archmagi* is legendary. It fills the dreams of every apprentice sent to clean the inkpots and dust the tomes, but rumors of this item are unfounded. Whispering in the bunkrooms of the Academy at night, after the oil lamps are quenched and curfew has long passed, eager apprentices claim that a *vest of the archmagi* provides its wearer with continuous defensive bonuses equivalent to the most potent *bracers of armor* (+8 armor bonus to AC) and *cloak of resistance* (+5 resistance bonus on saving throws).

It is also said that the vest provides its wearer with the continuous ability to overcome the magical defenses of her enemies (+2 enhancement bonus on caster level checks made to overcome spell resistance), and that it allows him to recall up to three arcane spells that he had previously prepared and cast (as a *pearl of power,* except that it can be used for any spell up to 9th level and activating it requires only a swift action).

Finally, it is suggested, the wearer of the *vest of the archmagi* could expend a prepared arcane spell or spell slot to heal himself of damage equal to five times the

Illus. by B. Trott

level of the spell so expended. This act requires but a moment's thought (a swift action), and can be repeated as often as desired throughout the day.

Sadly, these stories obviously have no basis in reality, for such an item would undoubtedly be prized above all others by any mage with the resources to craft one. Of course, as a thing of myth, the *vest of the archmagi* can't be created. But if it could, it might possibly have the following prerequisites and costs.

Prerequisites: Craft Wondrous Item, *wish*.

Cost to Create: 100,000 gp, 8,000 XP, 200 days.

VEST OF DEFENSE

Price (Item Level): 2,000 gp (6th)
Body Slot: Torso
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: 1 lb.

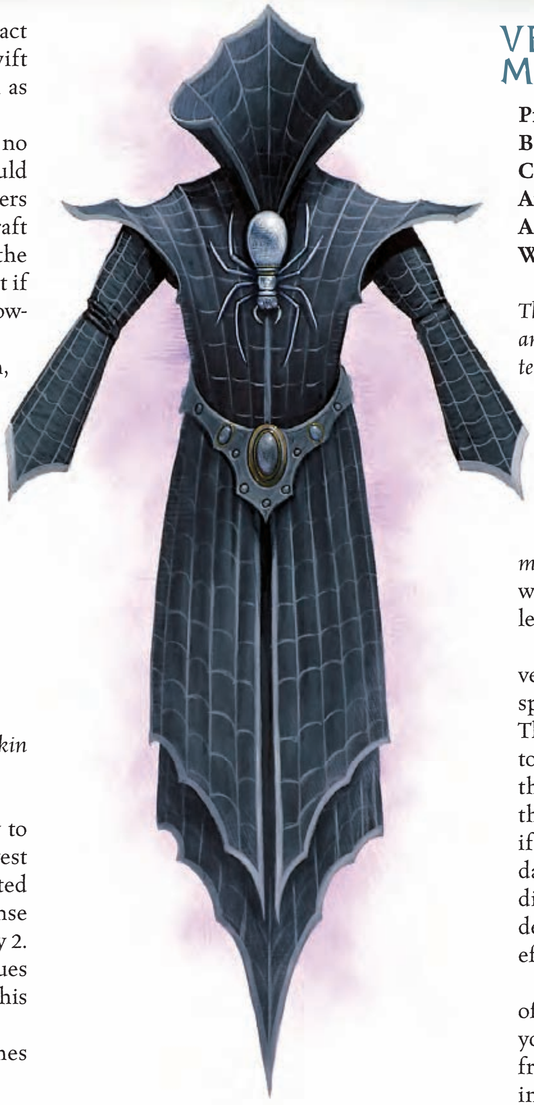
This snug-fitting vest is crafted from the skin of a huge tan-and-black snake.

A *vest of defense* improves your ability to dodge attacks. When activated, this vest improves the dodge bonus to AC granted by fighting defensively, the total defense action, or the Combat Expertise feat by 2. Using more than one of these techniques doesn't provide more than a +2 bonus. This bonus lasts for 1 round.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *cat's grace*.

Cost to Create: 1,000 gp, 80 XP, 2 days.


Vestments of ebonsilk

VEST OF THE MASTER EVOKER

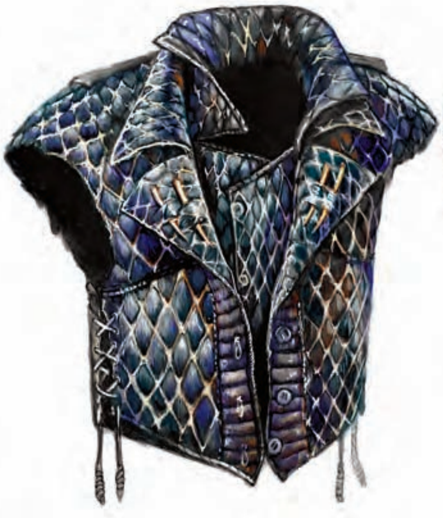
Price (Item Level): 10,000 gp (12th)
Body Slot: Torso
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: Swift (command)
Weight: 2 lb.

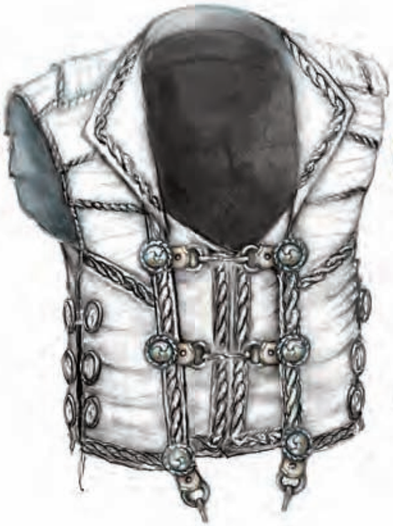
This black silk vest is heavy with moonstone and jacinth beadwork sewn into arcane patterns on the back.

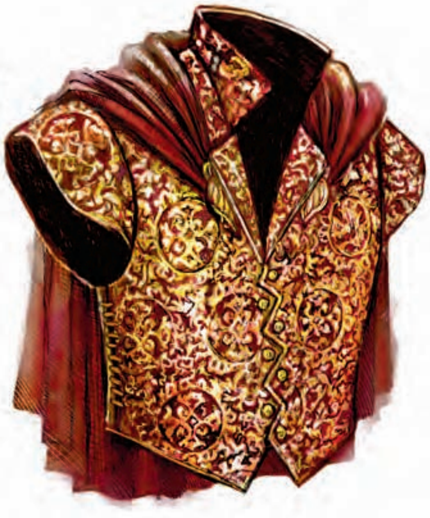
Crackling with power, a *vest of the master evoker* intensifies arcane evocation spells you cast. Many an ambitious evoker sees gaining this vest as a rite of passage, much like casting his first *magic missile* or *fireball*, and among elite warmages (CAr 10) it serves as an unparalleled status symbol.

Three times per day, you can activate the vest to enhance the next arcane evocation spell you cast before the end of your turn. That spell deals additional damage equal to twice its spell level, and the save DC of the spell increases by 2. This damage is of the same type as normal for the spell (or, if the spell deals more than one type of damage, of any one of those types at your discretion). If the spell doesn't normally deal damage, this use of the vest has no effect.

In addition, you can apply the effect of any sudden metamagic feat (CAr 83) you know to any evocation spell you cast from a wand or staff as if you were casting the spell yourself. Doing this requires no activation, but uses up that feat's daily use as normal.


Vest of defense


Vest of resistance


Vest of the archmagi

Illus. by W. England & E. Cox

Prerequisites: Craft Wondrous Item, Spell Focus (evocation) or evoker, able to cast at least five evocation spells, two of which must be 5th level or higher.

Cost to Create: 5,000 gp, 400 XP, 10 days.

VEST OF RESISTANCE

Price (Item Level): 1,000 gp (4th) (+1); 4,000 (8th) (+2); 9,000 (12th) (+3); 16,000 (14th) (+4); 25,000 (15th) (+5)
Body Slot: Torso
Caster Level: 10th
Aura: Moderate; (DC 20) abjuration
Activation: —
Weight: 1 lb.

This elegantly styled white leather vest is edged in silver piping and has silver buttons.

A *vest of resistance* offers magical protection in the form of a +1 to +5 resistance bonus on saving throws.

Prerequisites: Craft Wondrous Item, *resistance.*

Cost to Create: 500 gp, 40 XP, 1 day (+1); 2,000 gp, 160 XP, 4 days (+2); 4,500 gp, 360 XP, 9 days (+3); 8,000 gp, 640 XP, 16 days (+4); 12,500 gp, 1,000 XP, 25 days (+5).

VESTMENTS OF EBONSILK [RELIC]

Price (Item Level): 5,000 gp (9th)
Body Slot: Torso
Caster Level: 20th
Aura: Strong; (DC 25) abjuration
Activation: —
Weight: 1 lb.

These lightweight black robes are covered in a silvery spiderweb tracery. The clasp at the neck is a silver brooch shaped like a spider with amethyst eyes.

Thus far, the only known *vestments of ebonsilk* have been found in the possession of drow clerics. If you are chaotic evil, neutral evil, or chaotic neutral, wearing these vestments grants you a +2 resistance bonus on saving throws.

Relic Power: If you have established the proper divine connection, the vestments also grant you a continual *spider climb* effect.

To use the relic power, you must worship Lolth and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD. If you sacrifice a 7th-level spell slot or have at least 13 HD and the True Believer feat, you also gain a continual *freedom of movement* effect.

Lore: Said to be woven from silk extruded by Lolth herself, *vestments of ebonsilk* are occasionally awarded to undeserving followers of Lolth as a test to see how quickly her favored clerics can appropriate them (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *freedom of movement, spider climb.*

Cost to Create: 2,500 gp, 200 XP, 5 days.

WAND BRACELET

Price (Item Level): 12,000 gp (13th)
Body Slot: Arms
Caster Level: 6th
Aura: Moderate; (DC 18) transmutation
Activation: See text
Weight: —

This golden chain bracelet has a number of small metal objects hanging from it like charms.

A *wand bracelet* can store up to four items, which appear as charms along the bracelet. You can grab one of the charms from the bracelet as a swift (manipulation) action, causing it to appear in your hand.

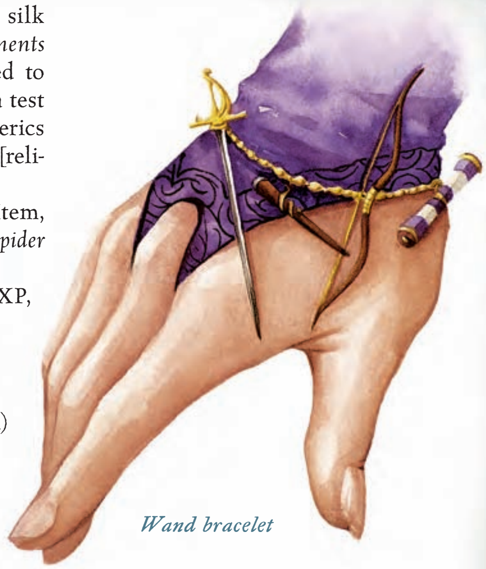
If you have an item in hand, you can use a move (manipulation) action to store the item in the bracelet or to switch a held item for a stored item by touching the item to the charm representing the stored item. Storing an item causes it to shrink down and appear as a charm hanging from the bracelet. Any item stored can weigh no more than 3 pounds and must be able to be held in one hand, such as a wand or a light weapon. Only the wearer of the bracelet is able to retrieve or store items.

Lore: The name *wand bracelet* describes the most common use of this item. Originally designed to hold small keepsakes as charms, and crafted to be appropriate for formal gatherings, *wand bracelets* have found popularity among artificers (*ECS* 29) who favor spell trigger devices (Knowledge [history] DC 15).

These bracelets are also sometimes known as *assassins' charms,* because small weapons can easily be concealed within them (Knowledge [history] DC 20).

Prerequisites: Craft Wondrous Item, *shrink item.*

Cost to Create: 6,000 gp, 480 XP, 12 days.



Wand bracelet

Illus. by B. Trott

WAR WIZARD CLOAK

Price (Item Level): 16,000 gp (14th)
Body Slot: Shoulders
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: — and standard (command)
Weight: 1 lb.

This long black cloak has a high collar and is cut to overlap a wearer's chest and arms. An open white palm in a circle adorns the right breast, and a rampant purple dragon rages on the left.

A *war wizard cloak* protects you from the elements (as *endure elements*) and also activates a *feather fall* effect on you automatically if you fall more than 5 feet. This is a continuous effect and requires no activation.

In addition, this cloak has four other abilities, each of which can be activated once per day: *dimension door, mage armor, protection from arrows,* and *sending*

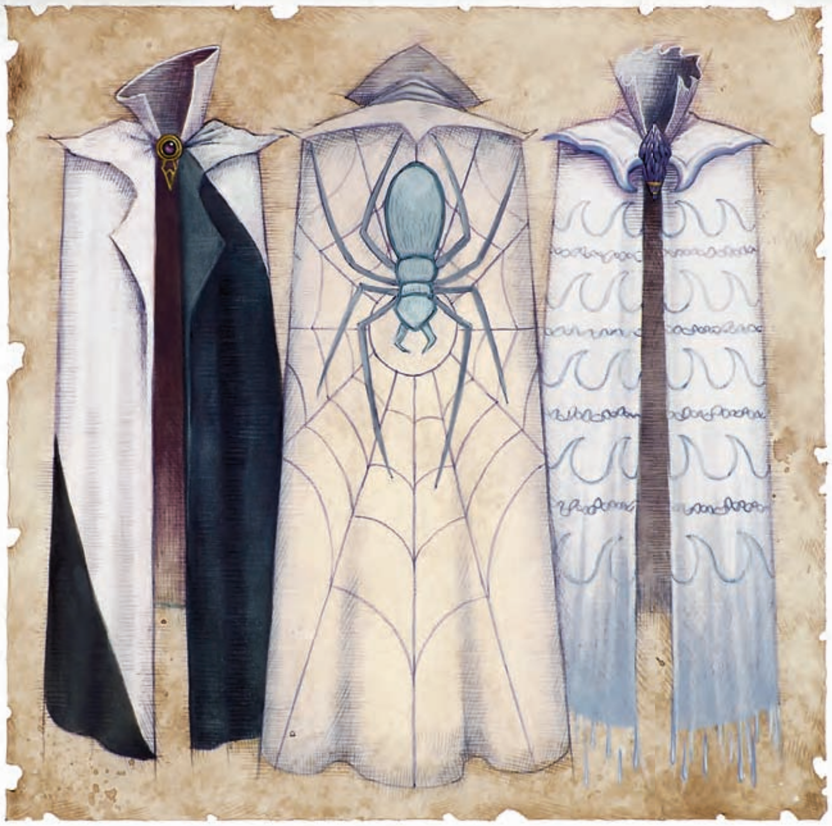
Prerequisites: Craft Wondrous Item, *dimension door, endure elements, feather fall, mage armor, protection from arrows, sending.*

Cost to Create: 8,000 gp, 640 XP, 16 days.

WATCH LAMP

Price (Item Level): 500 gp (3rd)
Body Slot: Head
Caster Level: 1st
Aura: Faint; (DC 15) evocation
Activation: Swift (command)
Weight: —

This plain mithral headband has no distinguishing features.



Transposer cloak White cloak of the spider Water cloak

Illus. by W. England

When activated, a *watch lamp* creates a globe of light that hovers at your shoulder and sheds light as a torch. The light follows you wherever you move. It can be extinguished with a second command.

Prerequisites: Craft Wondrous Item, *dancing lights*.

Cost to Create: 250 gp, 20 XP, 1 day.

WATER CLOAK

Price (Item Level): 12,000 gp (13th)
Body Slot: Shoulders
Caster Level: 10th
Aura: Moderate; (DC 20) conjuration
Activation: — and immediate (command)
Weight: 1 lb.

This sailcloth cloak's elaborate embroidery evokes the waves of the sea. Within the pattern of the waves, a repeating swirl of thread matches the symbol writhing within the large, dark crystal shard that forms the clasp at the neck of the cloak. The cloak appears damp, and the lower edge looks as though it has been soaked in water.

Despite its damp appearance, a *water cloak* always feels completely dry to its wearer, even in pouring rain. This cloak grants you a +5 bonus on Reflex saves against any effect that deals fire damage and allows you to avoid fire damage as if you had evasion. Whenever you make a successful Reflex saving throw against any fire effect that deals half damage on a successful save, you instead take no damage. This is a continuous effect and requires no activation.

In addition, a *water cloak* offers two other activated abilities.

Extinguish: The cloak extinguishes all nonmagical fires within 30 feet. This ability has no effect on fire creatures. It functions five times per day.

Counterfire: The cloak can counter any spell with the fire descriptor (as if you were casting *dispel magic*). This ability functions once per day. Attempting to counter a spell that doesn't have the fire descriptor wastes the effect.

Prerequisites: Bind Elemental (ECS 51) or Craft Wondrous Item, *planar binding*.

Cost to Create: 6,000 gp, 480 XP, 12 days.

WHITE CLOAK OF THE SPIDER

Price (Item Level): 4,200 gp (9th)
Body Slot: Shoulders
Caster Level: 6th
Aura: Moderate; (DC 18) enchantment
Activation: — and standard (command)
Weight: 1 lb.

This white cloak looks like it was woven by a gigantic arachnid. A large gray spider is embroidered upon the back amid radiating patterns of webbing.

You gain a +2 bonus on saves against poison. This is a continuous effect and requires no activation.

In addition, this cloak has two other abilities, each of which can be activated once per day: *spider climb* and *hold person*.

Prerequisites: Craft Wondrous Item, *hold person*, *resistance*, *spider climb*.

Cost to Create: 2,100 gp, 168 XP, 5 days.

WINK BROOCH

Price (Item Level): 600 gp (3rd)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) enchantment
Activation: Swift (mental)
Weight: —

The ruby set at the head of this straight pin twinkles like the eye of a gnome with a secret.

Many a diplomat wears a *wink brooch* to court to gain an edge in conversation. When activated, this brooch grants you a +2 competence bonus on a single Bluff or Diplomacy check attempted before the end of your turn.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *charm person*.

Cost to Create: 300 gp, 24 XP, 1 day.

WYRMFANG AMULET

Price (Item Level): 1,350 gp (5th)
Body Slot: Throat
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: —
Weight: 1 lb.

This necklace consists of a leather thong strung with dragon's teeth.

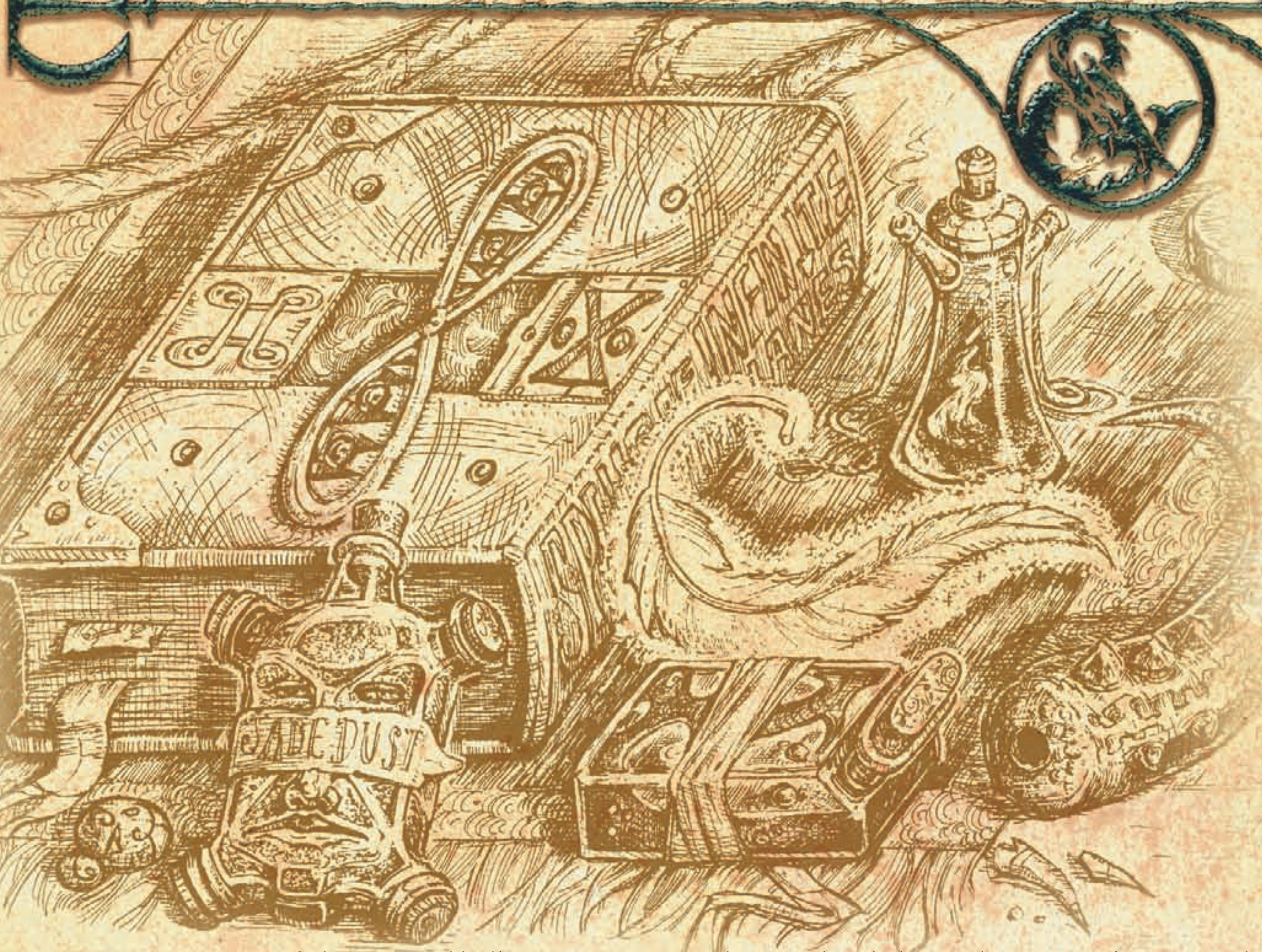
All attacks you make with natural weapons or unarmed strikes while wearing this amulet overcome damage reduction as through they were magic weapons. (The attacks don't gain an enhancement bonus, just the ability to overcome some creatures' damage reduction.)

Prerequisites: Craft Wondrous Item, *greater magic fang*.

Cost to Create: 675 gp, 54 XP, 2 days.

TOOLS

CHAPTER FOUR



Illus. by D. Kovacs

As any veteran of adventure would tell you, sometimes even your best weapon isn't enough to see you through the dangers lurking in dank swamps and dark dungeons. Any successful hero can undoubtedly point to the times when he reached into his backpack and pulled out the perfect tool for the unbelievable situation at hand.

The following pages include over 300 such magic items: wondrous devices meant to give you an edge at just the right time. Though these tools are not as ubiquitous as the armor or magic amulet you wear every day, or the weapon you swing every round, experienced adventurers recognize that a tool needn't be useful in every encounter for it to be worth bringing along. Whether as mundanely functional as a *bag of holding* or as explosively exciting as a *strand of lightning,* the magic items in this category are an important part of your arsenal.

> *"Fiendish acid-spitting zombie dragons? No problem—I have just the thing for that."*
>
> —Lidda

TOOL DESCRIPTIONS

The items in this chapter are arranged alphabetically.

ABERRANT SPHERE

Price (Item Level): 2,800 gp (7th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: Full-round (command)
Weight: 1 lb.

The surface of this sphere seems to constantly flash with words in your native tongue, but you can't make out what they say.

Created by alienists (CAr 21) and other cultists who worship aberrant entities, an *aberrant sphere* allows its wielder to summon creatures from beyond space and time at the cost of a fraction of his own sanity. A sphere has 3 charges, which are renewed each day at dawn. Spending 1 or more charges causes the sphere to shatter, as it summons a particular kind of aberration, which appears anywhere within 30 feet of you and serves you (as *summon monster I*) for 7 rounds. You also take a penalty on your Will saves as long as the creature is present.

1 charge: Summons a choker; –1 penalty on Will saves.

2 charges: Summons a grick; –2 penalty on Will saves.

3 charges: Summons a carrion crawler; –3 penalty on Will saves.

At the end of the duration (or when the creature is destroyed), the sphere re-forms in your hand (or at your feet if your hands are full) and the penalty on your Will saves disappears.

Prerequisites: Craft Wondrous Item, *summon monster IV.*

Cost to Create: 1,400 gp, 112 XP.

ANSTRUTH HARP

Price (Item Level): 32,100 gp (16th)
Body Slot: — (held)
Caster Level: 14th
Aura: Strong; (DC 22) conjuration, enchantment, transmutation
Activation: — and swift (command)
Weight: 3 lb.

This teakwood lap harp is slender and graceful, its strings made of silver wire. An engraved design depicting waves and fog graces the wood.

This masterwork harp grants you a +2 circumstance bonus on Perform (string instruments) checks. If you have at least 12 ranks in Perform (string instruments), you can also command it to produce one of three spell effects (*control water, mass cure light wounds*, or *mind fog*), each once per day.

If you pick up an *Anstruth harp* but do not have 12 or more ranks in Perform (string instruments), the instrument bestows one negative level on you, which persists for as long as you hold it. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the instrument is held.

Lore: A wise and powerful bard named Falataer reportedly created the first of these instruments, which he used to test and reward the students at all seven levels of his bardic college. Others have since copied the designs but honored Falataer by keeping the name *Anstruth harp* (Knowledge [arcana] or bardic knowledge DC 15).

Prerequisites: Craft Wondrous Item, *control water, mass cure light wounds, mind fog*, bard.

Cost to Create: 16,000 gp (plus 100 gp for masterwork harp), 1,280 XP, 32 days.

ARCANE THIEVES' TOOLS

Price (Item Level): 1,400 gp (5th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (mental)
Weight: 1 lb.

This set of picks, pins, and levers is housed in a supple leather bag decorated with arcane runes.

This set of masterwork thieves' tools is the perfect accessory if you depend on a blend of magic and skill to achieve your thieving goals. In addition to granting the normal +2 circumstance bonus on Disable Device and Open Lock checks, these tools can grant a character with the trapfinding class feature a special benefit. When activating the tools, you can expend an arcane spell or arcane spell slot of 1st level or higher to gain a +5 competence bonus on either a Disable Device check or an Open Lock check begun before the end of that turn.

Prerequisites: Craft Wondrous Item, *knock*, trapfinding.

Cost to Create: 700 gp, 56 XP, 2 days.

AROMA OF CURDLED DEATH

Price (Item Level): 4,500 gp (9th)
Body Slot: —
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Standard (manipulation)
Weight: —

This elegant, stoppered glass bottle holds a dark, viscous fluid.

One round after you apply this elixir to your skin, it creates an invisible cloud of gas in a 10-foot radius that moves with you and persists for 1 minute. You are immune to the cloud's effects, but every other creature in the area that has 3 Hit Dice or fewer immediately dies (no save). A creature that has 4–6 Hit Dice must succeed on a DC 17 Fortitude save each round it remains in the area or die. A creature that has 7 Hit Dice or more takes 1d4 points of Constitution damage (Fort DC 17 half) per round of exposure.

If you open the bottle but do not immediately apply the liquid, the cloud of gas spreads to fill a 5-foot-radius area, centered on the opened bottle or the place where the liquid was poured out. This cloud persists for 1 minute.

Prerequisites: Craft Wondrous Item, *cloudkill*, Craft (alchemy) 4 ranks.

Cost to Create: 2,250 gp, 180 XP, 5 days.

AROMA OF DREAMS

Price (Item Level): 1,500 gp (5th)
Body Slot: —
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: Standard (manipulation)
Weight: —

This cut crystal bottle is filled with silvery liquid. The bottle's stopper is a single piece of smoky quartz.

One round after you apply this elixir to your skin, it creates an invisible cloud of gas in a 10-foot radius that moves with you and persists for 5 rounds. You are immune to the cloud's effects, but each round at the end of your turn every other creature in the area with 10 Hit Dice or fewer must make a successful DC 14 Fortitude save or fall asleep for 1 minute. Furthermore, each creature remaining in the area 1 round later (whether already asleep or not) must make a second successful DC 14 Fortitude save or fall asleep for 1 hour. Creatures with more than 10 Hit Dice are immune to the effect.

If you open the bottle but do not immediately apply the liquid, the cloud of gas spreads to fill a 5-foot-radius area, centered on the opened bottle or the place where the liquid was poured out. This cloud persists for 1 minute.

Prerequisites: Craft Wondrous Item, *deep slumber*, Craft (alchemy) 4 ranks.

Cost to Create: 750 gp, 60 XP, 2 days.

BAG OF BOULDERS

Price (Item Level): 1,400 gp (5th)
Body Slot: —
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Standard (thrown)
Weight: 1 lb.

This worn doeskin pouch holds a few unremarkable pebbles.

This pouch creates tiny pebbles that strike with the force of a catapult stone when thrown. Each stone has a range increment of 50 feet. You are proficient with the stones and must make a successful ranged attack to strike with one. A stone disappears after it completes its flight. Activating a *bag of boulders* is a standard action that includes both drawing and throwing a stone.

Each *bag of boulders* has 3 charges, which are renewed each day at dawn. Spending 1 or more charges when you draw a pebble from the bag determines the damage dealt by the stone when thrown.

1 charge: Deals 2d6 points of bludgeoning damage.

2 charges: Deals 3d6 points of bludgeoning damage.

3 charges: Deals 4d6 points of bludgeoning damage.

Prerequisites: Craft Wondrous Item, *shrink item.*

Cost to Create: 700 gp, 56 XP, 2 days.

BAG OF ENDLESS CALTROPS

Price (Item Level): 800 gp (3rd)
Body Slot: —
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Move (manipulation)
Weight: 2 lb.

This nondescript brown leather pouch is secured with a piece of twisted wire that has several sharp points.

Five times per day, you can reach into this pouch and pull out a handful of caltrops (enough to cover a 5-foot square). In addition to the activation cost, filling a 5-foot square with caltrops by hand requires a standard action.

The caltrops produced are not magical and follow all the rules for normal caltrops (*PH* 126).

Prerequisites: Craft Wondrous Item, *Leomund's secret chest.*

Cost to Create: 400 gp, 32 XP, 1 day.

BAG OF FLAMES

Price (Item Level): 3,500 gp (8th)
Body Slot: —
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Standard (manipulation)
Weight: —

This red burlap sack feels warm to the touch.

A *bag of flames* contains a tiny ember of pure elemental fire. The bag has 3 charges, which are renewed each day at dawn. Spending 1 or more charges when you place your hand into the bag allows you to draw forth fire to create a particular effect.

1 charge: Flame burns in your hand, as the *produce flame* spell, with a duration of 1 minute. Your melee touch attack deals 1d6+5 points of fire damage, or you can hurl the flame up to 120 feet as a ranged touch attack that deals 1d6+5 points of fire damage (and ends the duration).

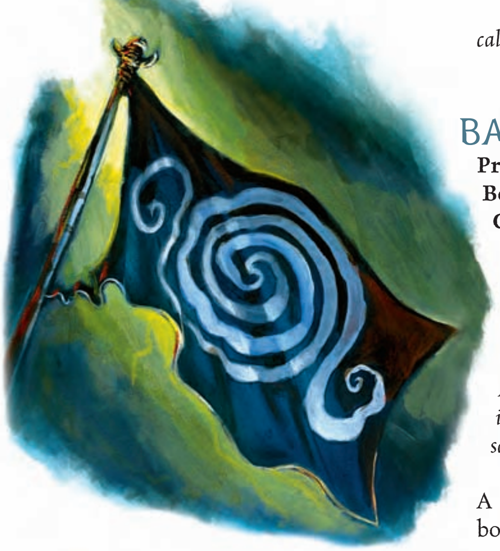
2 charges: You hurl the flame up to 30 feet away, whereupon it immediately turns into a Small fire elemental. The elemental is under your control (as if summoned by *summon nature's ally II*) and remains for 5 rounds.

3 charges: Faint wisps of flame spread up your arm and cover your body. This sheath provides immunity to fire for 1 hour or until it has negated 60 points of fire damage. As a standard action, you can touch an adjacent creature to grant it any remaining immunity to fire you have from this effect (you lose the remaining immunity).

Prerequisites: Craft Wondrous Item, *produce flame, protection from energy, summon nature's ally II.*

Cost to Create: 1,750 gp, 140 XP, 4 days.

Banner of the storm's eye



BANNER OF THE STORM'S EYE

Price (Item Level): 15,000 gp (14th)
Body Slot: — (held) or shoulders
Caster Level: 3rd
Aura: Faint; (DC 16) enchantment
Activation: —
Weight: 2 lb. (12 lb. if backpack frame worn)

This banner is a rectangular military standard depicting a white, two-tailed swirl—like a stylized overhead view of a hurricane—on a dark green background. The banner's fluttering movements seem slower than they should be.

An unfurled *banner of the storm's eye* always waves more slowly than nearby flags, and it seems unaffected by the wind or by the movement of its bearer.

As long as it is held aloft, the banner automatically suppresses (but does not dispel) fear effects on all creatures within 20 feet. It also prevents any creature within 20 feet from becoming *confused* or stunned.

Alternatively, you can mount the banner on a backpack frame to leave your hands free. The backpack frame costs 5 gp and weighs 10 pounds. While so mounted, the banner occupies your shoulders body slot.

Lore: The swirling pattern on this banner was common to elite military units in the last great war (Knowledge [history] DC 15).

Such banners provided protection from psychological tricks employed by creatures such as mind flayers (Knowledge [history] DC 25).

Prerequisites: Craft Wondrous Item, *calm emotions.*

Cost to Create: 7,500 gp, 600 XP, 15 days.

BATTLE BRIDLE

Price (Item Level): 9,000 gp (12th)
Body Slot: Face; see text
Caster Level: 7th
Aura: Moderate; (DC 18) enchantment
Activation: —
Weight: 1 lb.

A stampede of horses is depicted charging across this surprisingly light leather saddle.

A *battle bridle* occupies a mount's face body slot.

While you are mounted upon a creature that is wearing a *battle bridle*, you gain a +5 competence bonus on Ride checks and the benefit of the Mounted Combat feat. If you already have Mounted Combat, you instead gain the benefit of Ride-By Attack.

Prerequisites: Craft Wondrous Item, Mounted Combat, Ride-By Attack, *calm animals.*

Cost to Create: 4,500 gp, 360 XP, 9 days.

BEETLE ELIXIR

Price (Item Level): 1,350 gp (5th)
Body Slot: —
Caster Level: 6th
Aura: Moderate; (DC 18) transmutation
Activation: Full-round (manipulation)
Weight: —

The viscous liquid in this vial has an oily brown color and smells a little like wet leaves.

Drinking *beetle elixir* causes your skin to harden, darken, and gloss over, and short antennae to sprout from your forehead.

Illus. by S. Ellis

You gain darkvision out to 60 feet and a +2 enhancement bonus to your existing natural armor. (A creature without natural armor has an effective natural armor bonus of +0.) These effects last for 12 hours.

Prerequisites: Craft Wondrous Item, *alter self, darkvision,* Craft (alchemy) 5 ranks.

Cost to Create: 675 gp, 54 XP, 2 days.

BLAST DISK

Price (Item Level): 900 gp (4th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Standard (manipulation)
Weight: 1 lb.

This jet-black, 8-inch-diameter plate bears a bas relief humanoid skull surrounded by runes and sigils. Its other side is perfectly smooth and flat.

A *blast disk* can be set to explode through proximity or on a timer. In either case, when the disk activates it explodes, destroying the *blast disk* and dealing 5d6 points of fire damage to all creatures and objects within 10 feet (Reflex DC 14 half).

If set to explode through proximity, a *blast disk* must be set down in a square on the battlefield. The next creature of Small or larger size to enter that square (either on the ground or airborne within 5 feet) sets off the *blast disk*. That creature receives a –2 penalty on the save against the blast.

A *blast disk* can also be set to automatically explode up to 10 rounds after placement.

A character who has trapfinding can find (Search DC 28) and disable (Disable Device DC 28) a *blast disk.*

Prerequisites: Craft Wondrous Item, *fireball.*

Cost to Create: 450 gp, 36 XP, 1 day.

BLAST GLOBES

Price (Item Level): 8,000 gp (11th)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) evocation
Activation: Standard (command); see text
Weight: 1 lb.

Dozens of smaller glass spheres comprise this fist-sized orb. The flicker of a small flame seems to reflect from deep within.

When you activate a set of *blast globes,* the transparent globes separate and begin circling each other. One round after they activate, you can direct the globes to strike (as a group) any location within 400 feet as a free action. The globes then move to that location and create an explosion in a 20-foot-radius spread. Any creature in the area takes 10d6 points of fire damage and 2d6 points of sonic damage, is deafened for 2d6 rounds, and is pushed 1d6 squares away from the center of the blast. A successful DC 15 Reflex save halves the fire damage and negates the push, while a successful DC 15 Fortitude save negates the deafening effect.

After exploding, the globes reform in your hands or at your feet (if your hands are full). This ability functions once per day.

Prerequisites: Craft Wondrous Item, *fireball, shout.*

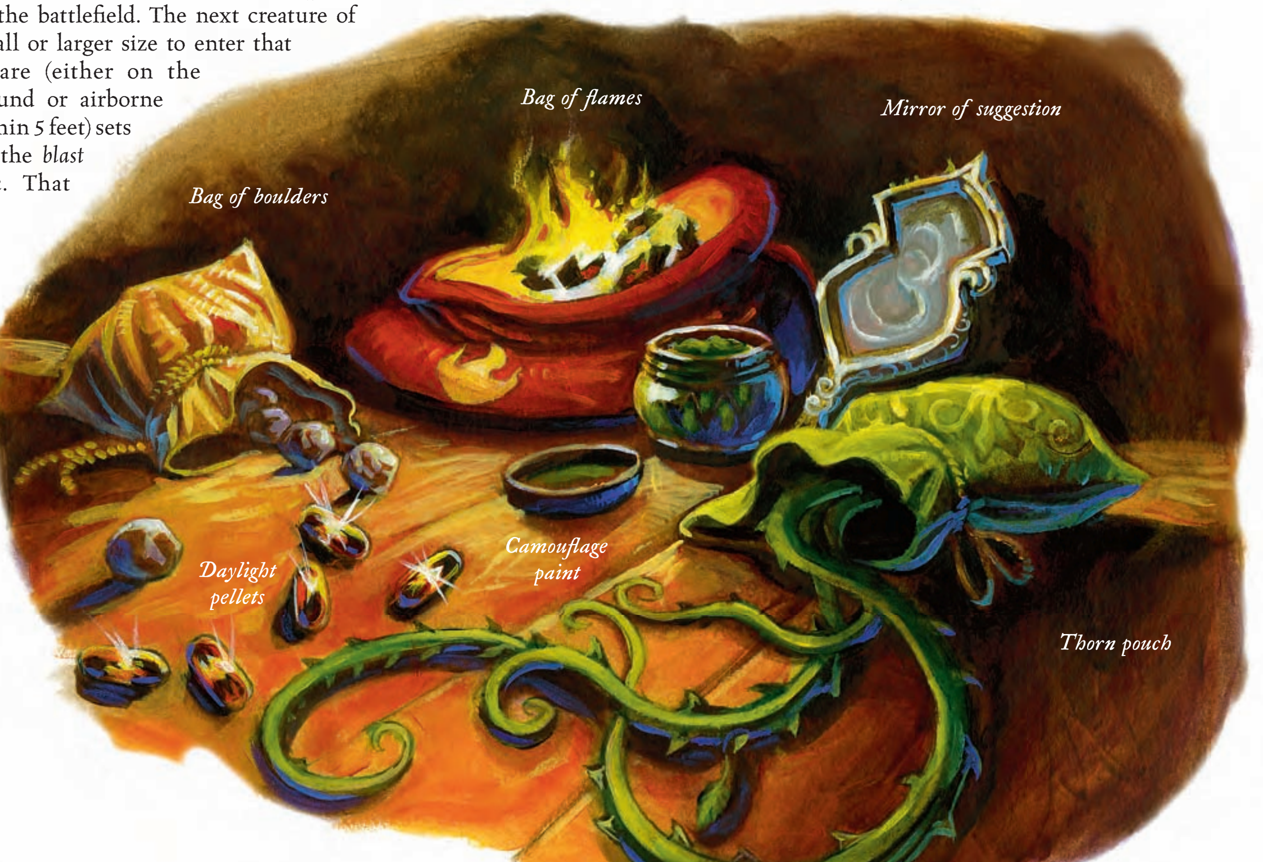
Cost to Create: 4,000 gp, 320 XP, 8 days.

BLESSED BANDAGE

Price (Item Level): 10 gp (1/2)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: Standard (manipulation)
Weight: —

A single, softly glowing thread runs along one side of this linen bandage.

Applying a *blessed bandage* immediately stabilizes the recipient (but heals no damage).



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Prerequisites: Craft Wondrous Item, *cure minor wounds.*

Cost to Create: 5 gp, 1 XP, 1 day.

BLIGHT STONE

Price (Item Level): 300 gp (2nd)
Body Slot: — (held); see text
Caster Level: 3rd
Aura: Faint; (DC 16) necromancy
Activation: Standard (thrown) or — (ammunition)
Weight: 1 lb.

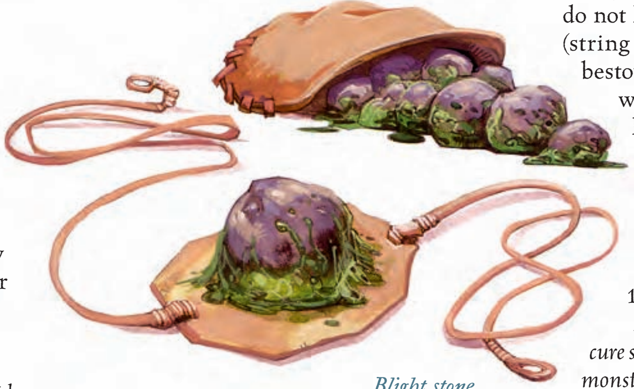
This stone is tacky with a putrid green residue.

A *blight stone* creates an instantaneous burst of vapor that damages plants and plant-based creatures. The stone must be thrown (range increment 10 feet) or hurled from a sling (using that weapon's normal range increment) as a ranged touch attack.

When the stone strikes its target or a hard surface, it deals no damage but explodes in a 10-foot-radius burst of noxious vapors. This cloud of gas deals 5d6 points of damage to all plants and plant creatures in the area (Fort DC 14 half).

Prerequisites: Craft Wondrous Item, *blight.*

Cost to Create: 150 gp, 12 XP, 1 day.



Blight stone

CAMOUFLAGE PAINT

Price (Item Level): 1,500 gp (5th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Standard (manipulation)
Weight: 1/2 lb.

This jar contains a colorful, jellylike substance.

As a standard action, the user of *camouflage paint* can spread a glob of the substance across her face. Once applied, *camouflage paint* changes the color of the user's skin, clothing, and gear to that of her surroundings. This effect provides a +5 circumstance bonus on Hide checks, but only when the user is stationary. An application of *camouflage paint* lasts for 2 hours. Each 3-inch-diameter, 2-inch-deep jar of *camouflage paint* has enough material for five applications.

Prerequisites: Craft Wondrous Item, *disguise self.*

Cost to Create: 750 gp, 60 XP, 2 days.

CANAITH MANDOLIN

Price (Item Level): 8,100 gp (12th)
Body Slot: — (held)
Caster Level: 8th
Aura: Moderate; (DC 19) abjuration, conjuration
Activation: — and swift (command)
Weight: 3 lb.

This ornate, eight-stringed mandolin is carved of ebony and decorated with mother-of-pearl inlays depicting fantastic monsters.

This masterwork mandolin grants you a +2 circumstance bonus on Perform (string instruments) checks. If you have at least 8 ranks in Perform (string instruments), you can also command it to produce one of three spell effects (*cure serious wounds, dispel magic,* or *summon monster III*), each once per day.

If you pick up a *Canaith mandolin* but do not have 8 or more ranks in Perform (string instruments), the instrument bestows one negative level on you, which persists for as long as you hold it. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the instrument is held.

Lore: See *Anstruth harp* (page 150).

Prerequisites: Craft Wondrous Item, *cure serious wounds, dispel magic, summon monster III,* bard.

Cost to Create: 4,000 gp (plus 100 gp for masterwork mandolin), 320 XP, 8 days.

CENSER OF THE LAST BREATH [RELIC]

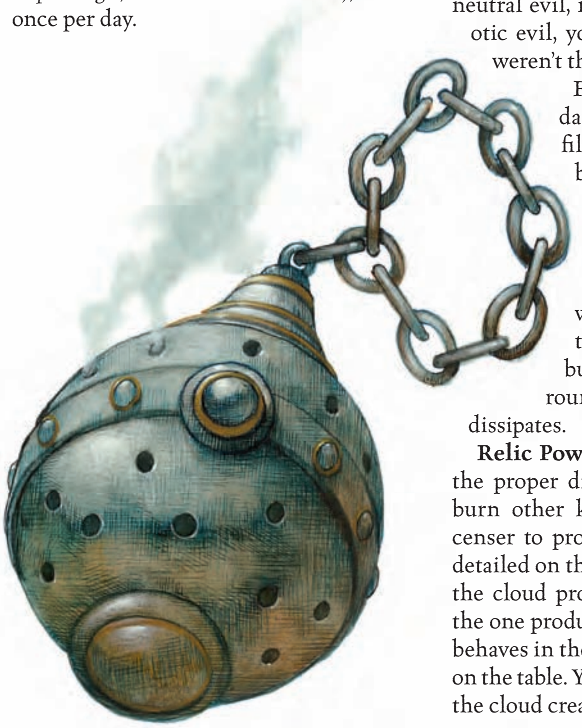
Price (Item Level): 2,500 gp (7th)
Body Slot: — (held)
Caster Level: 15th
Aura: Strong; (DC 22) conjuration
Activation: Standard (manipulation)
Weight: 1 lb.

This censer is a perforated iron ball hung from a jeweled chain. The holy symbol of Nerull is inscribed on a boss at its center.

Nerull's faithful fill the *censer of the last breath* with ground gems rather than incense. When you burn 10 gp worth of quartz dust in it, the censer produces an *obscuring mist* effect, which, if you are neutral evil, neutral, lawful evil, or chaotic evil, you can see through as if it weren't there.

Filling the censer is a standard action. Once it has been filled, it automatically starts burning the quartz dust, creating a cloud in a 20-foot-radius emanation centered on you. For the duration of the effect, the cloud moves with you as long as you hold the censer. The quartz dust burns in the censer for 10 rounds, after which the cloud dissipates.

Relic Power: If you have established the proper divine connection, you can burn other kinds of gem dust in the censer to produce additional effects, as detailed on the table below. In each case, the cloud produced is the same size as the one produced by the quartz dust and behaves in the same way, except as noted on the table. You are always unaffected by the cloud created.



Censer of the last breath

Illus. by C. Critchlow & W. England

CENSER OF THE LAST BREATH

Spell Level/ Hit Dice	Gem Type	Value	Effect
5th/9	Diamond dust	250 gp	*Solid fog* (as the spell, except that only living creatures are *slowed*)
6th/11	Emerald dust	500 gp	*Cloudkill* (as the spell, except that it hovers near you [Fort DC 17 partial])
7th/13	Sapphire dust	1,000 gp	*Acid fog* (as the spell, except that only living creatures are *slowed*)
8th/15	Ruby dust	2,000 gp	*Incendiary cloud* (as the spell, except that it hovers near you [Reflex DC 22 half])

To use the relic power, you must worship Nerull and either sacrifice a divine spell slot or have the True Believer feat and a minimum number of Hit Dice. The spell level and Hit Dice required are given for each entry in the table.

Lore: An ancient high priest of Nerull forged the first *censer of the last breath* over a fire fueled by the entire hoard of an old red dragon. Thereafter, he used it to send the souls of countless helpless prisoners to their just reward (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *acid fog, cloudkill, incendiary cloud, obscuring mist, solid fog.*

Cost to Create: 1,250 gp, 100 XP, 3 days.

CHIME OF HARMONIC AGONY

Price (Item Level): 3,100 gp (8th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: Standard (command)
Weight: 1/2 lb.

This constantly vibrating silver chime is inscribed with bizarre, alien musical notes.

A *chime of harmonic agony* allows you to channel musical power through your own body to wreak harm on your enemies. When you activate the chime, you must spend one daily use of your bardic music ability and target a creature within 30 feet. The chime deals sonic damage equal to 3d6 + your Charisma modifier (Fort DC 16 half).

If you also wear a magic item that grants an enhancement bonus to your Constitution score, you can add the item's bonus to the damage dealt by the chime.

A *chime of harmonic agony* functions three times per day.

Prerequisites: Craft Wondrous Item, *shout*.

Cost to Create: 1,550 gp, 124 XP, 4 days.

CLI LYRE

Price (Item Level): 18,100 gp (15th)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) abjuration
Activation: — and standard (command)
Weight: 3 lb.

This elegant lyre is carved from jade and strung with gold wire. Rubies adorn its frame.

This masterwork lyre grants you a +2 circumstance bonus on Perform (string instruments) checks. If you have at least 10 ranks in Perform (string instruments), you can also command it to produce one of three spell effects (*break enchantment, dimension door,* or *shout*), each once per day.

If you pick up a *Cli lyre* but do not have 10 or more ranks in Perform (string instruments), the instrument bestows one negative level on you, which persists for as long as you hold it. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the instrument is held.

Lore: See *Anstruth harp* (page 150).

Prerequisites: Craft Wondrous Item, *break enchantment, dimension door, shout,* bard.

Cost to Create: 9,000 gp (plus 100 gp for masterwork lyre), 720 XP, 18 days.

COGNIZANCE CRYSTAL

Price (Item Level): See text
Body Slot: —
Caster Level: See table
Aura: See table; (DC varies) evocation
Activation: Free (mental)
Weight: 1 lb.

Silver wire gently encloses and binds a large core crystal and several smaller crystals in a geometric design. The aquamarine crystals emit a faint glow.

A *cognizance crystal* stores power points, which the holder can use to manifest a psionic power she knows (instead of spending points from her own power pool). You cannot directly replenish your personal power points from those stored in a *cognizance crystal*, nor can you draw power points from more than one source to manifest a power (even if that second source is your own power pool).

A *cognizance crystal* can store only as many power points as its original maximum, set at the time of its creation. When a crystal's power points are used up, the glow of the crystal dims. A user can recharge it by paying power points on a 1-for-1 basis (a standard [mental] action). While doing this depletes the user's own power point reserve for the day, those power points remain available in the crystal until used.

Before you can use a *cognizance crystal*, you must hold or have it on your person for at least 10 continuous minutes.

A typical *cognizance crystal* has AC 7, 10 hit points, hardness 8, and a break DC of 16.

Prerequisites: Craft Cognizance Crystal (*EPH* 44).

Cost to Create: See table.

COGNIZANCE CRYSTALS

Max Power Point Storage	CL	Aura (DC)	Market Price	Cost to Create
1	1st	Faint (15)	1,000 gp (4th)	500 gp, 40 XP, 1 day
3	3rd	Faint (16)	4,000 gp (8th)	2,000 gp, 160 XP, 4 days
5	5th	Faint (17)	9,000 gp (12th)	4,500 gp, 360 XP, 9 days
7	7th	Moderate (18)	16,000 gp (14th)	8,000 gp, 640 XP, 16 days
9	9th	Moderate (19)	25,000 gp (15th)	12,500 gp, 1,000 XP, 25 days
11	11th	Moderate (20)	36,000 gp (17th)	18,000 gp, 1,440 XP, 36 days
13	13th	Strong (21)	49,000 gp (18th)	24,500 gp, 1,960 XP, 49 days
15	15th	Strong (22)	64,000 gp (18th)	32,000 gp, 2,560 XP, 64 days
17	17th	Strong (23)	81,000 gp (20th)	40,500 gp, 3,240 XP, 81 days

CONDUIT ROD

Price (Item Level): 6,000 gp (10th)
Body Slot: — (held)
Caster Level: 13th
Aura: Strong; (DC 21) abjuration
Activation: Swift (command)
Weight: 3 lb.

Each end of this slender ebony rod is set with a clear, jagged crystal. A wild energy seems to flicker in the depths of these stones, and gazing intently into one reveals minute flares of fire, tiny sparks of electricity, and other glimpses of suppressed energy.

Conduit rods alter the fundamental ways in which magical energies interact. When you activate a *conduit rod* and specify an energy type (acid, cold, electricity, fire, or sonic), your existing resistance to energy of the chosen type increases by 20. This protection also extends to every creature adjacent to you (though the value is based on the value of the energy resistance of those creatures rather than your own) and lasts for 1 round. The rod has no effect on creatures that are immune to the chosen energy type or have no resistance to it at all.

This ability functions three times per day.

Prerequisites: Craft Rod, *antimagic field.*

Cost to Create: 3,000 gp, 240 XP, 6 days.

CORNUCOPIA OF THE NEEDFUL [RELIC]

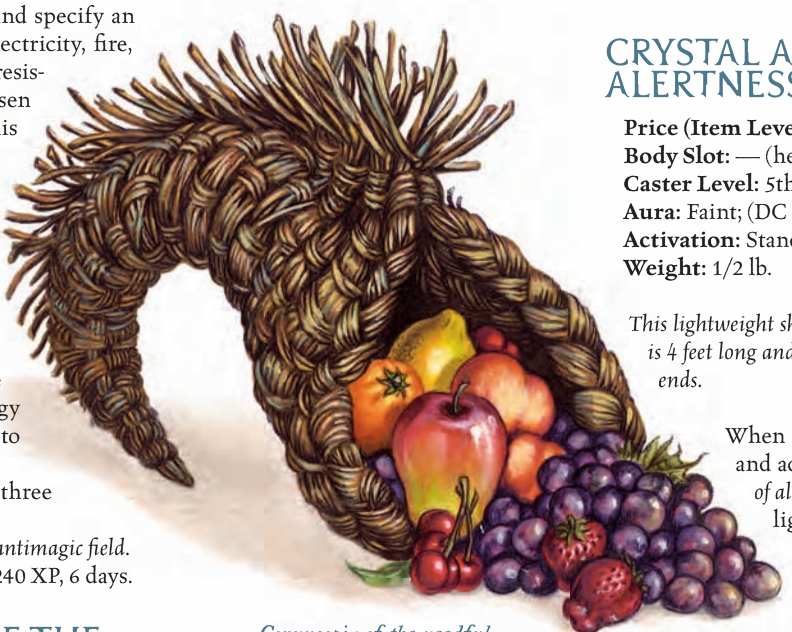
Price (Item Level): 6,000 gp (10th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) conjuration
Activation: Standard (command) and standard (manipulation)
Weight: 8 lb.

This conical basket is woven from the bark of various deciduous trees. Attached to it with a bit of dried grapevine is a clay medallion bearing the holy symbol of Yondalla.

Cornucopias of the needful were created to provide Yondalla's most intrepid followers with aid for their journeys. For as long as you possess the cornucopia, you can withdraw one fruit from it every morning (roll d% each morning to determine the kind of fruit obtained), provided that you are lawful good, neutral good, or lawful neutral. When consumed by such a character (a standard action), this fruit has an effect based on its type, as given in the table.

Cornucopia of the Needful

d%	Fruit	Effect
01–15	Apple	You are healed (as the *heal* spell)
16–30	Grape cluster	If split into twelve portions, each portion functions as a *heroes' feast* spell for the individual who consumes it (only functions for LG, NG, or LN characters)
31–45	Tangerine	This fruit produces a *break enchantment* effect on you
46–60	Strawberry	You gain spell resistance 25 for 5 rounds
61–74	Cherry	You gain the benefit of a *death ward* spell for 12 minutes
75–89	Peach	You gain the benefit of a *divine power* spell for 10 rounds
90–100	Lemon	You gain the benefit of a *neutralize poison* spell (self only) for 2 hours



Cornucopia of the needful

Illus. by R. Spencer

Each fruit disappears after 24 hours if not eaten. The following morning, the cornucopia again yields one fruit.

Relic Power: If you have established the proper divine connection, a *cornucopia of the needful* contains 1d4+1 fruits each morning (roll d% and consult the table for each) rather than only one. As before, the cornucopia once again yields 1d4+1 fruits the following morning, regardless of how many were withdrawn and consumed.

To use the relic power, you must worship Yondalla and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Lore: Yondalla wove these conical baskets herself, then gave them to her favored high priests to distribute to the followers who needed them most (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *break enchantment, death ward, divine power, heal, heroes' feast, neutralize poison, spell resistance.*

Cost to Create: 3,000 gp, 240 XP, 6 days.

CRYSTAL ANCHOR OF ALERTNESS

Price (Item Level): 2,500 gp (7th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) abjuration
Activation: Standard (manipulation)
Weight: 1/2 lb.

This lightweight shaft of transparent crystal is 4 feet long and tapers to a point on both ends.

When planted in the ground and activated, a *crystal anchor of alertness* burns with clear light (providing illumination as a lantern). In addition, your allies gain a +5 bonus on Listen and Spot checks as long as they remain within 30 feet of the anchor.

This effect lasts for 1 hour, and the anchor functions three times per day.

Prerequisites: Craft Wondrous Item, *alarm* or *zone of alertness* (CP 104).

Cost to Create: 1,250 gp, 100 XP, 3 days.

DAERN'S INSTANT TENT

Price (Item Level): 9,000 gp (12th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: Standard (command)
Weight: 1/2 lb.

This strip of canvas, folded into a small triangle, bears a single black sigil on one side.

When activated, *Daern's instant tent* grows to become a 20-foot-square tent. The inside of the tent is always temperate in climate, as the *Leomund's tiny hut* spell. Cots inside can sleep up to eight Medium creatures. The tent also features a fire pit with a smoke hole. The tent has resistance to electricity 10, fire 10, and acid 10, as well as immunity to cold.

Prerequisites: Craft Wondrous Item, *Leomund's tiny hut.*

Cost to Create: 4,500 gp, 360 XP, 9 days.

DAYLIGHT PELLET

Price (Item Level): 150 gp (1st)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Standard (thrown)
Weight: —

Within a thick black pouch, you see a handful of tiny ceramic beads. Thin veins of light shine through cracks in each bead.

A *daylight pellet* can be thrown up to 50 feet; when it lands, it shatters and creates illumination equivalent to a *daylight* spell, but with a duration of 10 rounds. These small stones are usually found in pouches containing 3d4 pellets. Using a pellet destroys it.

Prerequisites: Craft Wondrous Item, *daylight.*

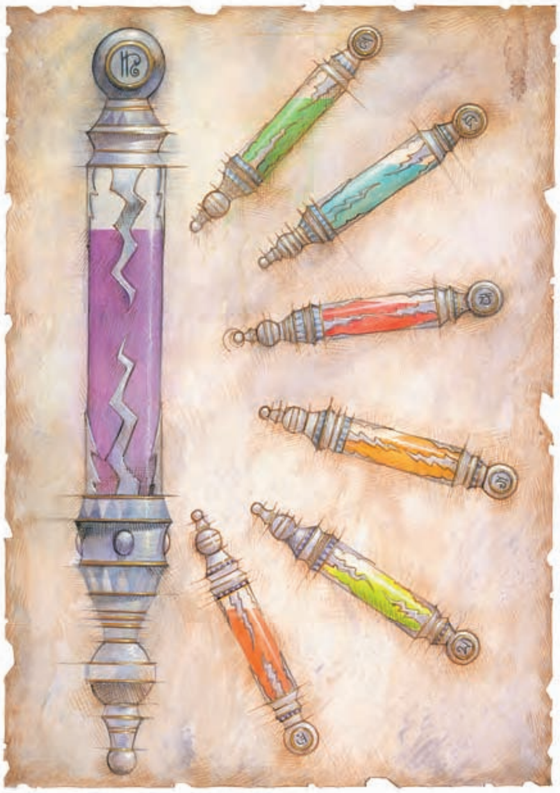
Cost to Create: 75 gp, 6 XP, 1 day.

DIAMONDSKIN DECANTER

Price (Item Level): 5,000 gp (9th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: Standard (manipulation)
Weight: 1 lb.

This glittering pitcher is wrought of platinum worked into the shape of dragon scales.

When tipped, a *diamondskin decanter* pours out a thin, silver oil shot through with flickering motes of light. A *diamondskin decanter* can pour forth up to 3 draughts, which are renewed each day at dawn. Pouring 1 or more draughts onto yourself or an adjacent creature grants it damage reduction.



Domain draughts

Illus. by W. England

1 draught: Damage reduction 2/adamantine, which lasts for 1 hour until 20 points of damage have been prevented.

2 draughts: Damage reduction 3/adamantine, which lasts for 1 hour or until 30 points of damage have been prevented.

3 draughts: Damage reduction 4/adamantine, which lasts for 1 hour or until 40 points of damage have been prevented.

Prerequisites: Craft Wondrous Item, *stoneskin.*

Cost to Create: 2,500 gp, 200 XP, 5 days.

DOMAIN DRAUGHT

Price (Item Level): 3,300 gp (8th)
Body Slot: —
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: Standard (manipulation)
Weight: —

This jewel-toned liquid comes in a small, translucent vial inscribed with religious iconography.

A *domain draught* is the distilled essence of a cleric domain. A successful DC 15 Knowledge (religion) check identifies the specific domain with which a given draught is associated from the markings on the bottle.

Upon drinking a *domain draught*, you gain access to its domain for 24 hours. You can use the domain's granted power, and if you normally prepare domain spells, you can add those from the draught's domain to your choices until the effect expires. If you drink a second *domain draught* before using the first one, the effect of the first one is lost.

Prerequisites: Craft Wondrous Item, access to the associated domain.

Cost to Create: 1,650 gp, 132 XP, 4 days.

DOSS LUTE

Price (Item Level): 4,100 gp (9th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) conjuration, enchantment, illusion
Activation: — and standard (command)
Weight: 3 lb.

This graceful lute is carved of alder and inlaid with abstract designs in copper.

This masterwork lute grants you a +2 circumstance bonus on Perform (string instruments) checks. If you have at least 6 ranks in Perform (string instruments), you can also command it to produce one of three spell effects (*delay poison, hold person,* or *mirror image*), each once per day.

If you pick up a *Doss lute* but do not have 6 or more ranks in Perform (string instruments), the instrument bestows one negative level on you, which persists for as long as you hold it. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the instrument is held.

Lore: See *Anstruth harp* (page 150).

Prerequisites: Craft Wondrous Item, *delay poison, hold person, mirror image,* bard.

Cost to Create: 2,000 gp (plus 100 gp for masterwork lute), 160 XP, 4 days.

DOVE'S HARP

Price (Item Level): 12,100 gp (13th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: —
Weight: 3 lb.

A flight of sculpted porcelain doves adorns this elegant harp.

When you play this masterwork harp while using your bardic music ability, all allies within 60 feet gain fast healing 3 for 1 minute.

Prerequisites: Craft Wondrous Item, *mass cure light wounds.*

Cost to Create: 6,000 gp (plus 100 gp for masterwork harp), 480 XP, 12 days.

DRAGON'S DRAUGHT

Price (Item Level): See text
Body Slot: —
Caster Level: 12th
Aura: Strong; (DC 21) evocation
Activation: Standard (manipulation)
Weight: —

A single dragon's tooth servers as the stopper for this oversized flask. The liquid within bubbles turbulently with barely contained energy.

When a dragon or a creature that has the dragonblood subtype (see *Races of the Dragon* or *Dragon Magic*) consumes a *dragon's draught,* it gains the ability to use a particular type of breath weapon once during the next hour as a standard action. If you drink a second *dragon's draught* before using the first, the effect of the first is lost.

Dragon's Draughts

Color	Breath Weapon	Price (Item Level)
Brass	60-foot line, 6d6 fire (DC 23)	1,200 gp (4th)
White	30-foot cone, 6d6 cold (DC 23)	1,200 gp (4th)
Black	80-foot line, 12d4 acid (DC 24)	2,400 gp (7th)
Copper	80-foot line, 12d4 acid (DC 24)	2,400 gp (7th)
Bronze	100-foot line, 12d6 electricity (DC 25)	3,500 gp (8th)
Green	50-foot cone, 12d6 acid (DC 25)	3,500 gp (8th)
Blue	100-foot line, 12d8 electricity (DC 25)	4,500 gp (9th)
Silver	50-foot cone, 12d8 cold (DC 25)	4,500 gp (9th)
Gold	50-foot cone, 12d10 fire (DC 26)	5,500 gp (10th)
Red	50-foot cone, 12d10 fire (DC 26)	5,500 gp (10th)

Dragon's draughts come in ten different varieties, one for each kind of true dragon. See the table for the size, shape, damage, Reflex save DC (for half damage), and market price of each *dragon's draught.*

Prerequisites: Craft Wondrous Item, dragon type or dragonblood subtype.

Cost to Create: 600 gp, 48 XP, 2 days (brass or white); 1,200 gp, 96 XP, 3 days (black or copper); 1,750 gp, 140 XP, 4 days (bronze or green); 2,250 gp, 180 XP, 5 days (blue or silver); 2,750 gp, 220 XP, 6 days (gold or red).

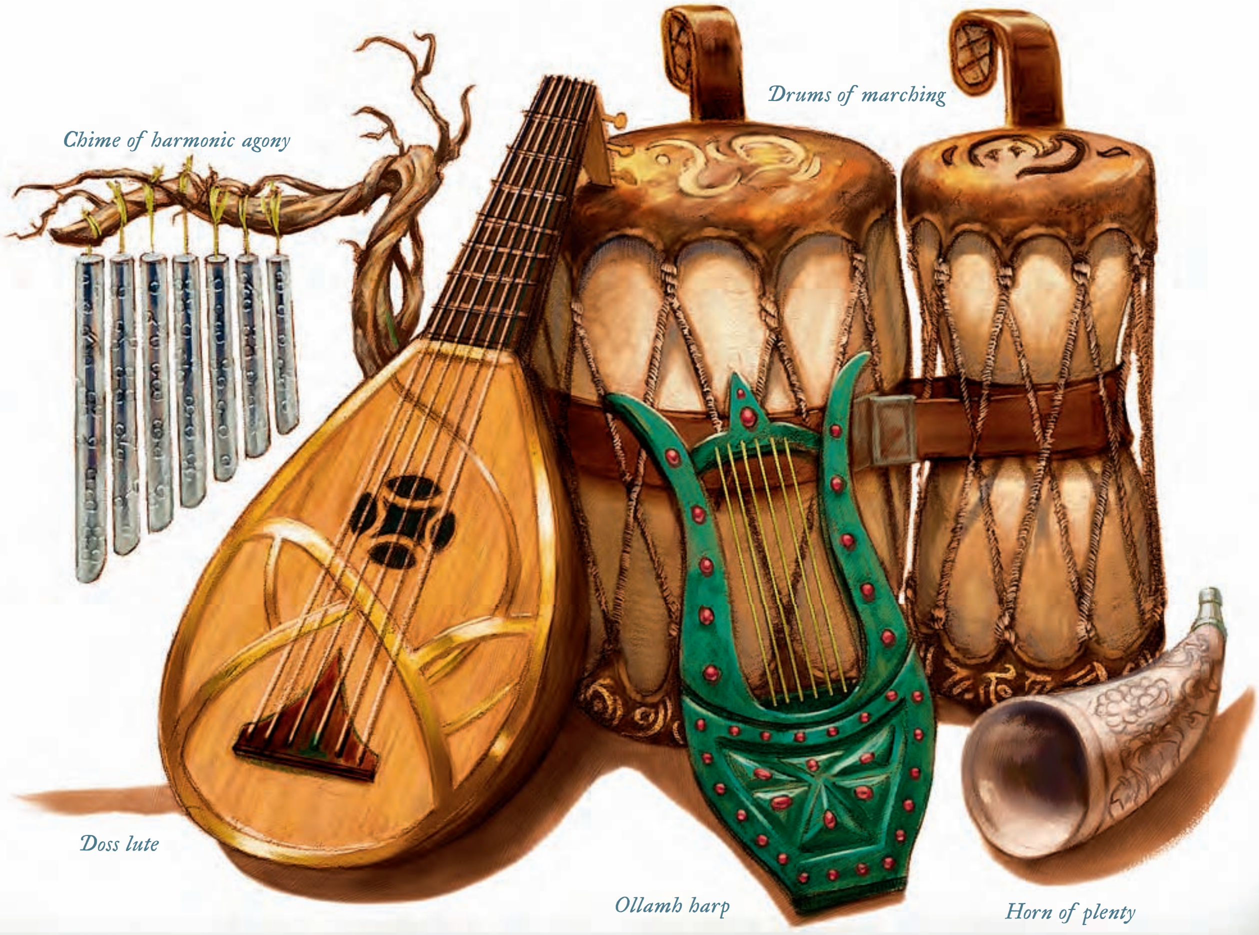
DRAGONDOOM SCEPTER

Price (Item Level): 18,000 gp (14th)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) evocation
Activation: — and swift (command)
Weight: 3 lb.

Carved chromatic and metallic dragon scales descend like leaves down the length of this regal scepter.

A *dragondoom scepter* aids spellcasters in defeating dragons. When you hold this scepter, you gain a +2 competence bonus

Illus. by R. Gallegos


Chime of harmonic agony
Drums of marching
Doss lute
Ollamh harp
Horn of plenty

on caster level checks made to overcome the spell resistance of dragons. This is a continuous effect and requires no activation.

In addition, when you activate a *dragondoom scepter,* the next spell of 6th level or lower you cast before the end of your turn deals an extra 50% damage to any creature with the dragon type. Spells that don't deal damage are unaffected. This ability can be activated three times per day, but not in consecutive rounds.

Prerequisites: Craft Wondrous Item, Empower Spell.

Cost to Create: 9,000 gp, 720 XP, 18 days.

DRUMS OF MARCHING

Price (Item Level): 1,100 gp (4th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: See text
Weight: 5 lb.

Each of these two drums bears a line of runes engraved around its base.

This pair of drums includes a harness that allows them to be strapped to a humanoid creature. A character who plays *drums of marching* during overland movement and succeeds on a DC 15 Perform (percussion instruments) check grants allies within 120 feet a +4 bonus on the Constitution check to avoid nonlethal damage from a forced march (*PH* 164). Using the drums doesn't adversely affect a performer's speed.

Prerequisites: Craft Wondrous Item, *longstrider.*

Cost to Create: 500 gp (plus 100 gp for masterwork drums), 40 XP, 1 day.

DUST OF DISPERSION

Price (Item Level): 500 gp (3rd)
Body Slot: —
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration, illusion
Activation: Standard (thrown)
Weight: —

This fine powder sparkles like ground gems.

You can fling this powder into the air up to 10 feet away from yourself to create a translucent cloud that occupies a 10-foot cube. Creatures outside the cloud can see into it and through it (though their sight is slightly blurred), but any ranged attack entering or passing through the cloud has a 50% miss chance. Creatures within the cloud make ranged attacks normally.

The cloud persists for 3 minutes, but a moderate wind (11+ mph) disperses it in 4 rounds. A strong wind (21+ mph) disperses the cloud in 1 round, and any spell that deals fire damage burns away any part of the cloud in its area. *Dust of dispersion* cannot be used underwater.

Once activated, this dust is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, *blur, glitterdust.*

Cost to Create: 250 gp, 20 XP, 1 day.

EHLONNA'S SEED POUCH [RELIC]

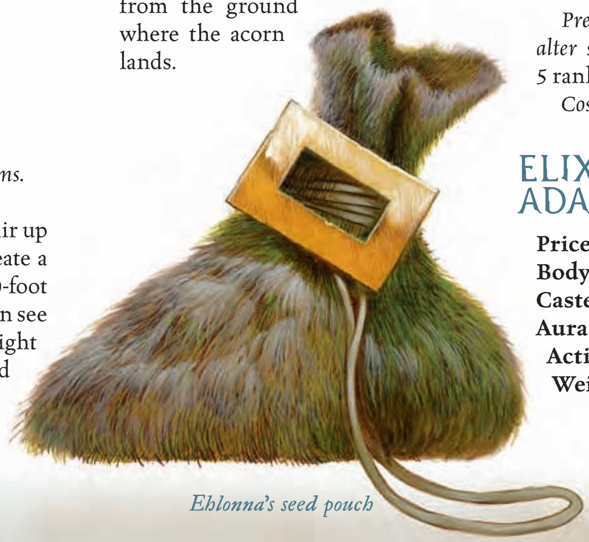
Price (Item Level): 1,400 gp (5th)
Body Slot: —
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: Standard (manipulation and thrown); see text
Weight: 4 lb.

This brown fur pouch is secured with a leather thong threaded through a large brass buckle.

When first opened, this pouch holds three ordinary-looking acorns. If you are neutral good, lawful good, chaotic good, or neutral, these acorns function as *goodberries.* Each morning, the pouch once again holds three acorns, no matter how many were in it before.

Relic Power: If you have established the proper divine connection, you can create one of the following effects (your choice) to occur whenever you fling an acorn from the pouch. An acorn can be thrown up to 100 feet.

- A treant emerges from the acorn into any space in which it will physically fit. This effect otherwise functions like the *changestaff* spell, lasting for 1 hour.
- A *wall of thorns* (as the spell) springs up from the ground where the acorn lands.
- The acorn functions as a splash weapon that deals 11d6 points of fire damage upon impact. This effect otherwise functions like the *fire seeds* spell, except that the damage isn't split up among multiple acorns.



Ehlonna's seed pouch

Illus. by W. England

To use the relic power, you must worship Ehlonna and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Lore: Legend holds that Ehlonna created the first of these pouches and used it to seed the world's great forests with oaks and treants. Since then, she has occasionally given a pouch to one of her favored clergy in recognition of service (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *changestaff, fire seeds, goodberry.*

Cost to Create: 700 gp, 56 XP, 2 days.

ELECTRIC EEL ELIXIR

Price (Item Level): 400 gp (2nd)
Body Slot: —
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Standard (manipulation)
Weight: —

This vial contains blue liquid with sparkling yellow motes dancing within it.

Imbibing *electric eel elixir* turns your skin silvery and grants you a +1 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0.)

Furthermore, one time while the elixir is in effect, you can make a melee touch attack that deals 1d8+1 points of electricity damage. You gain a +3 circumstance bonus on the attack roll if the target is wearing metal armor. The elixir's effect lasts for 12 hours.

Prerequisites: Craft Wondrous Item, *alter self, shocking grasp,* Craft (alchemy) 5 ranks.

Cost to Create: 200 gp, 16 XP, 1 day.

ELIXIR OF ADAMANTINE BLOOD

Price (Item Level): 500 gp (3rd)
Body Slot: —
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: Standard (manipulation)
Weight: 1 lb.

This heavy vial appears to be filled with solid black metal, but when upended, the blackness flows slowly downward.

An *elixir of adamantine blood* causes a reaction that hardens your flesh. You gain 10 temporary hit points, which last for up to 1 hour. These temporary hit points do not stack with any other effects that grant temporary hit points.

If you wear adamantine armor when you drink this elixir, you instead gain 20 temporary hit points (though if you remove the armor before the duration elapses, you lose 10 of the temporary hit points immediately).

Prerequisites: Craft Wondrous Item, *stoneskin.*

Cost to Create: 250 gp, 20 XP, 1 day.

ELIXIR OF FLAMING FISTS

Price (Item Level): 300 gp (2nd)
Body Slot: —
Caster Level: 3rd
Aura: Faint; (DC 16) evocation
Activation: Standard (manipulation)
Weight: —

The viscous liquid inside this cut glass bottle is red-orange and roils like the heart of an inferno.

When you drink this elixir, your hands immediately burst into flame, allowing you to deal an extra 1d6 points of fire damage with each of your unarmed attacks. These flames do not harm you. This effect lasts for 3 minutes.

Prerequisites: Craft Wondrous Item, *burning hands.*

Cost to Create: 150 gp, 12 XP, 1 day.

ENVELOPING PIT [RELIC]

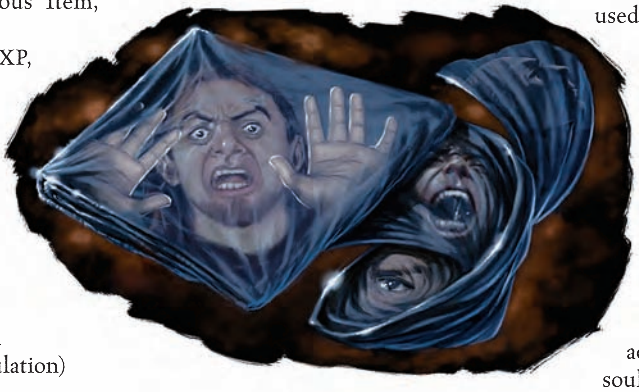
Price (Item Level): 3,600 gp (8th)
Body Slot: —
Caster Level: 20th
Aura: Strong; (DC 25) conjuration
Activation: Swift (command)
Weight: —

This flat black square looks like a piece of silken cloth, folded many times upon itself. Fleeting images of creatures and objects flit across the surface of the fabric.

Kobolds are among the finest trapmakers in the world, but this portable pit trap exceeds even their expertise. If you are lawful evil, lawful neutral, or neutral evil, an *enveloping pit* functions like a *portable hole*, except that it is 50 feet deep.

An *enveloping pit* covers a 10-foot square when opened fully, but the opening can be as small as 1 foot in diameter if it is laid upon the ground while still folded. The pit opens fully only if it has enough flat space to do so; it stops opening when an edge hits a wall or an obstruction of similar size.

Relic Power: If you have established the proper divine connection, you can open or close an *enveloping pit* with a command word from anywhere within 60 feet.



Enveloping pit

Illus. by B. Hagan

A favorite kobold tactic is to lie in wait until foes are standing close to a concealed *enveloping pit*, then give the command word to open it. Any creature that suddenly finds an *enveloping pit* beneath it falls in. A successful DC 22 Reflex save allows the creature to move to an adjacent safe square, if one exists.

To use the relic power, you must worship Kurtulmak and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Lore: Centuries ago, Kurtulmak gave his high priests a half-dozen of these portable pit traps to aid them in acquiring new lands and wealth (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *plane shift.*

Cost to Create: 1,800 gp, 144 XP, 4 days.

ESSENTIA JEWEL

Price (Item Level): 400 gp (2nd)
Body Slot: —
Caster Level: 3rd
Aura: Faint; (DC 16) necromancy
Activation: Free (command)
Weight: —

The facets of this small, translucent white crystal gleam with faint light.

When activated, an *essentia jewel* adds 1 point of essentia to your essentia pool for a single round. This essentia can be invested as normal. Only one *essentia jewel* can be used in each round, and each can be used only once, after which it crumbles to dust.

You need not hold an *essentia jewel* to activate it, but you must keep it somewhere on your body (in a pouch or a backpack, for example).

Lore: Essentia jewels are mined from enormous crystalline structures on the Positive Energy Plane (Knowledge [the planes] DC 15).

These crystalline structures are actually fonts of unborn souls. Pure soul energy flows like water through these areas, imbuing the surrounding structures with echoes of incarnum (Knowledge [the planes] DC 25).

Prerequisites: Craft Wondrous Item, *soul boon* (*MoI* 104).

Cost to Create: 200 gp, 16 XP, 1 day.

ETERNAL WAND

Price (Item Level): See table
Body Slot: — (held)
Caster Level: See table
Aura: Faint; (see table) school of spell contained in *eternal wand*
Activation: Standard (command)
Weight: —

This long, tapered wand ends with a pink crystal containing red swirls.

An *eternal wand* holds a single arcane spell of 3rd level or lower, determined during creation. Any character who can cast arcane spells can activate the wand to use the spell contained in it, regard-

ETERNAL WAND

Spell Level	Caster Level	Price (Item Level)	Spellcraft DC	Cost to Create
0	1st	460 gp (3rd)	15	230 gp, 18 XP, 1 day
1st	1st	820 gp (4th)	15	410 gp, 32 XP, 1 day
2nd	3rd	4,420 gp (9th)	16	2,210 gp, 176 XP, 3 days
3rd	5th	10,900 gp (13th)	17	5,450 gp, 436 XP, 11 days

less of whether the spell appears on his class spell list.

An *eternal wand* functions two times per day.

Lore: During the final years of the last great war, the artificers and wizards of a powerful noble family perfected a new form of wand built around a crystal shard (Knowledge [history] DC 10).

The development of the *eternal wand* allowed lesser arcanists to take the place of war wizards during the final days of the last great war, supplementing their passive spells with more aggressive magic (Knowledge [history] DC 15).

While the artificers have been searching for ways to streamline the process of creation, the technique is still in its infancy. Currently, the wands are rarely seen except in military units, but a few soldiers who served in the war brought their *eternal wands* of *magic missile* home from the front lines (Knowledge [history] DC 20).

Prerequisites: Craft Wand, Craft Wondrous Item, the spell contained in the *eternal wand*.

Cost to Create: See table.

EVERFULL MUG

Price (Item Level): 200 gp (2nd)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: Standard (command)
Weight: —

This common-looking brown clay mug has persistent stains just under the rim.

Three times per day, when you recite the command word, this mug fills with 12 ounces of water, cheap ale, or watery wine (your choice).

Prerequisites: Craft Wondrous Item, *create water*.

Cost to Create: 100 gp, 8 XP, 1 day.

EVERLASTING FEEDBAG

Price (Item Level): 800 gp (3rd)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: —
Weight: 1 lb.

This leather feedbag is adorned with a small medallion bearing an embossed cornucopia symbol.

When you place an *everlasting feedbag* around the muzzle of a horse, donkey, or other equine animal, suitable feed fills the bag and is continuously replenished until it is removed from the animal. Any uneaten feed disappears at that time. An *everlasting feedbag* can be used once per day.

Prerequisites: Craft Wondrous Item, *create food and water*.

Cost to Create: 400 gp, 32 XP, 1 day.

EVERLASTING RATIONS

Price (Item Level): 350 gp (2nd)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: —
Weight: 2 lb.

This nondescript, small leather pouch has a light blue silk drawstring.

This pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise, the pouch magically creates another day's worth of rations.

Prerequisites: Craft Wondrous Item, *create food and water*.

Cost to Create: 175 gp, 14 XP, 1 day.

EXPLODING SPIKE

Price (Item Level): 1,500 gp (5th)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) evocation
Activation: Standard (manipulation)
Weight: 1/2 lb.

This plain, iron spike feels warm to the touch and pulses with stored energy.

An *exploding spike* becomes invisible 1 round after you plant it firmly in the ground. Thereafter, as soon as any creature comes within 10 feet of it, the spike explodes in a fireball that deals 10d6 points of fire damage (Reflex DC 14 half) to every creature within 20 feet of it. This blast destroys the spike.

During the round that an *exploding spike* remains visible after being planted, any creature can safely remove it from the ground (a standard action) to render it harmless and ready for reuse.

Prerequisites: Craft Wondrous Item, *fireball*.

Cost to Create: 750 gp, 60 XP, 2 days.

FIELD PROVISIONS BOX

Price (Item Level): 2,000 gp (6th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: Standard (command)
Weight: 1 lb.

This well-crafted wooden box is carved with runes denoting abundance.

When activated, a *field provisions box* produces a full day's sustenance (food and water) for up to fifteen humans or five horses.

A *field provisions box* functions once per day.

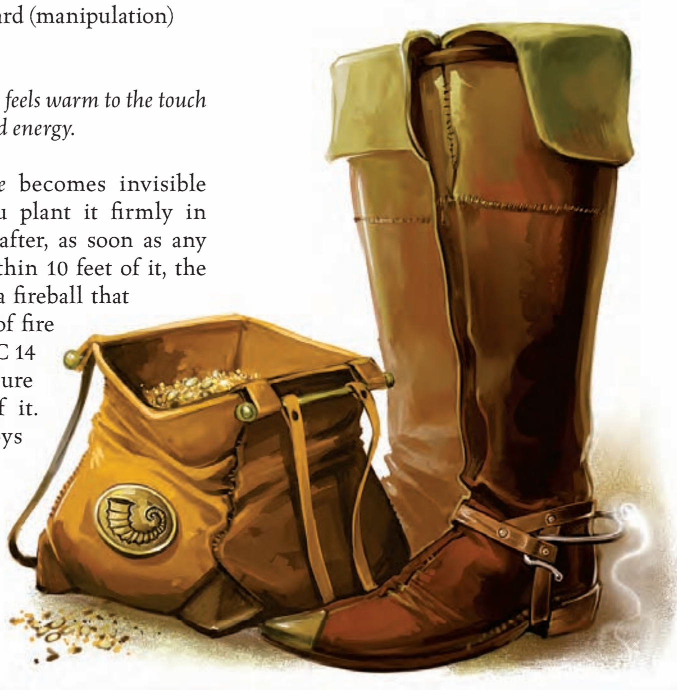
Prerequisites: Craft Wondrous Item, *create food and water*.

Cost to Create: 1,000 gp, 40 XP, 2 days.

FLESHEATER

Price (Item Level): 12,000 gp (13th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Standard (command)
Weight: 3 lb.

This brown scepter is topped with a device that looks like a tooth-filled mouth.



Gear for you and your mount: Riding boots and an everlasting feedbag

Illus. by E. Widermann

When you activate a *flesheater*, you summon forth horrible, hungry apparitions of green energy resembling minuscule imps or quasits. These apparitions surround a living creature you designate within 30 feet. That creature must succeed on a DC 18 Fortitude save or take 3d6 points of damage each round for the next 4 rounds.

A *flesheater* functions two times per day.

Prerequisites: Craft Wondrous Item, *summon monster III*.

Cost to Create: 6,000 gp, 480 XP, 12 days.

FOCHLUCAN BANDORE

Price (Item Level): 1,350 gp (5th)

Body Slot: — (held)

Caster Level: 3rd

Aura: Faint; (DC 16) evocation, transmutation

Activation: — and standard (command)

Weight: 3 lb.

This three-stringed bandore is carved of striated maple and set with tiger's-eye stones.

This masterwork bandore grants you a +2 circumstance bonus on Perform (string instruments) checks. If you have at least 2 ranks in Perform (string instruments), you can also command it to produce one of four spell-like abilities (*flare, light, mending,* or *message*), each once per day.

Lore: See *Anstruth harp.*

Prerequisites: Craft Wondrous Item, *flare, light, mending, message,* bard.

Cost to Create: 675 gp (plus 100 gp for masterwork bandore), 54 XP, 2 days.

GLITTER STONE

Price (Item Level): 450 gp (3rd)

Body Slot: — (held); see text

Caster Level: 3rd

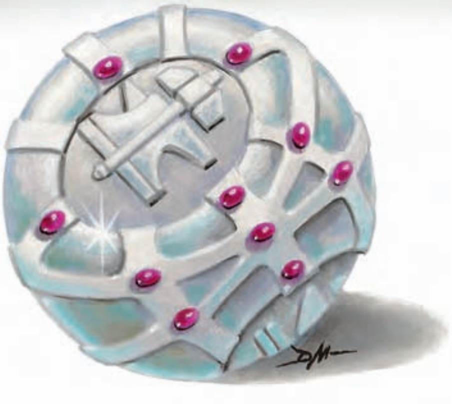
Aura: Faint; (DC 16) conjuration

Activation: Standard (thrown) or — (ammunition)

Weight: —

Sparkles of light glitter on this stone's surface.

A *glitter stone* renders hidden creatures visible. The stone must be thrown (range increment 10 feet) or hurled from a sling (using that weapon's normal range increment) as a ranged touch attack. When the stone strikes its target or a hard surface, it deals no damage, but explodes in a 10-foot-radius burst of glittering shards. All invisible creatures in the area become coated in glittery dust, making them visible for 3 rounds. Any coated creature takes a –40 penalty on Hide checks for the duration of the effect.



Hammersphere

Prerequisites: Craft Wondrous Item, *glitterdust*.

Cost to Create: 225 gp, 18 XP, 1 day.

GLOBE OF SUNLIGHT

Price (Item Level): 6,000 gp (10th)

Body Slot: — (held)

Caster Level: 15th

Aura: Strong; (DC 22) evocation

Activation: Standard (thrown)

Weight: 1 lb.

This golden, fist-sized orb is set with faceted rubies and yellow topazes.

You can hurl a *globe of sunlight* up to 50 feet. When it arrives at the end of its trajectory, it detonates as a *sunburst* spell (Reflex DC 22 partial), except that the radius of the burst is only 40 feet. Once activated, the globe is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, *sunburst*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

GLYPH SEAL

Price (Item Level): 1,000 gp (4th)

Body Slot: — (held)

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: Standard (manipulation)

Weight: —

This multicolored, thumb-sized opal is carved with a variety of arcane symbols.

A *glyph seal* allows you to convert any arcane or divine spell of up to 2nd level into a symbol similar to a *glyph of warding*. To do so, you must cast the spell while holding the seal; doing this is called keying the seal. You can safely transport a keyed *glyph seal* until you activate it by pressing the seal to the desired surface. The seal can adhere to any nonmagical, nonliving object. An activated *glyph seal* functions as the spell glyph function of a *glyph of warding* and can be detected and disabled as a magic trap (DC 30).

A *glyph seal* is unaffected by the spell within it. Once activated, the now-empty *glyph seal* can be retrieved (though it requires a successful DC 30 Search check to find) and used. You can always remove any *glyph seal* you keyed and activated to redeploy it elsewhere.

Prerequisites: Craft Wondrous Item, *glyph of warding*.

Cost to Create: 500 gp, 40 XP, 1 day.

GLYPH SEAL, GREATER

Price (Item Level): 4,000 gp (8th)

Caster Level: 11th

Aura: Moderate; (DC 20) transmutation

This opal glows with multihued light, and ornate arcane symbols have been etched into its surface.

A *greater glyph seal* functions like a *glyph seal*, with the following exceptions: It can be keyed with any spell of 5th level or higher, it functions as the *greater glyph of warding* spell, detecting and disabling it requires a successful DC 33 check, and a successful DC 33 Search check is needed to find it.

Prerequisites: Craft Wondrous Item, *greater glyph of warding*.

Cost to Create: 2,000 gp, 160 XP, 4 days.

HAMMERSPHERE

Price (Item Level): 1,500 gp (5th)

Body Slot: — (held)

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: Standard (command)

Weight: 1/2 lb.

This sphere is 4 inches in diameter, made of silver, and covered in small rubies. The hammer-and-anvil symbol of Moradin is etched onto its surface in four places.

Once per day, when held aloft and activated, this sphere conjures forth a giant hammer. This hammer functions as a *spiritual weapon* except that it deals 3d6 points of damage on a successful hit. You do not have to concentrate on the hammer or keep the sphere aloft while it attacks.

Illus. by D. Martin

Prerequisites: Craft Wondrous Item, *greater magic weapon, spiritual weapon.*

Cost to Create: 750 gp, 60 XP, 2 days.

HARROW ROD

Price (Item Level): 14,000 gp (14th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Standard (command)
Weight: 3 lb.

This slightly twisted metal rod is black as pitch.

When activated, a *harrow rod* sprays forth a 30-foot cone that deals 9d6 points of acid damage to all within the area (Reflex DC 17 half).

A *harrow rod* functions three times per day.

Prerequisites: Craft Rod, *Melf's acid arrow.*

Cost to Create: 7,000 gp, 560 XP, 14 days.

HEALING SALVE

Price (Item Level): 2,250 gp (6th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: Standard (manipulation)
Weight: 1 lb.

This jar contains a greasy, yellow, jellylike substance.

A single application of *healing salve* smeared across a wound heals 1d8+1 points of damage. A double application heals 2d8+3 points of damage. A triple application heals 3d8+5 points of damage. No matter how much salve is used, each application takes a standard action to apply. A 3-inch-diameter, 2-inch-deep jar holds enough salve for ten single applications.

Prerequisites: Craft Wondrous Item, *cure serious wounds.*

Cost to Create: 1,175 gp, 90 XP, 3 days.

HORN OF PLENTY

Price (Item Level): 12,000 gp (13th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) conjuration
Activation: Standard (manipulation)
Weight: 2 lb.

This short, slightly curved horn looks like a cornucopia and bears engravings of various foods.

Once per day, you can blow a *horn of plenty* to create a *heroes' feast,* as the spell, for twelve participants.

Prerequisites: Craft Wondrous Item, *heroes' feast.*

Cost to Create: 6,000 gp, 480 XP, 12 days.

ICY STRAND OF THE NORTH

Price (Item Level): 2,500 gp (7th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: Standard (thrown)
Weight: 1 lb.

Several jagged shards of ice are frozen onto this white cord. These ice crystals are still cold and show no evidence of melting.

You can detach and throw one of the ice crystals on this cord as a standard action. Each crystal can be thrown up to 80 feet. When it reaches the end of its trajectory, it explodes to create an *ice storm* or *sleet storm* (as the spells) centered on its endpoint.

Each of two opaque crystals creates a *sleet storm* effect, while each of four transparent crystals creates an *ice storm.*

Prerequisites: Craft Wondrous Item, *ice storm, sleet storm.*

Cost to Create: 1,250 gp, 100 XP, 3 days.

INCENSE OF CONCENTRATION

Price (Item Level): 250 gp (2nd)
Body Slot: —
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: Standard (manipulation)
Weight: —

This golden yellow block of incense is imprinted with a rune representing memory.

If burned while you prepare spells, this incense allows you to prepare one extra 1st-level spell for the day. You can benefit from only one exposure to *incense of concentration* in a 24-hour period.

Prerequisites: Craft Wondrous Item, *Rary's mnemonic enhancer.*

Cost to Create: 125 gp, 10 XP, 1 day.

INFINITE SCROLLCASE

Price (Item Level): 2,800 gp (7th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Move (manipulation); see text
Weight: 3 lb.

This elaborate mahogany tube has a slit that runs along its length. A wooden dowel, capped on the ends with gold, fits against the slit, locking into place with jeweled clasps.

An *infinite scrollcase* holds up to fifty scrolls or other parchments, which can be placed within it or removed as with any normal scrollcase. When you activate an *infinite scrollcase,* the desired scroll unfurls through the slit, ready to read or cast from. When you cast a spell from a scroll unfurled from an *infinite scrollcase,* you gain a +4 competence bonus on Concentration checks made to cast that spell defensively.

If you have at least a +1 base attack bonus, you can retrieve a scroll from an *infinite scrollcase* as part of a move action, similar to drawing a weapon.

Prerequisites: Craft Wondrous Item, *Leomund's secret chest.*

Cost to Create: 1,400 gp, 112 XP, 3 days.

JUMPING CALTROPS

Price (Item Level): 250 gp (2nd)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: Standard (command)
Weight: 2 lb.

This leather bag periodically twitches and jerks, as though it holds something alive.

Jumping caltrops function just like normal ones, except that each round at the start of your turn, if no targets are in their square, they move 5 feet toward the nearest enemy (chosen randomly if more than one is equidistant). Upon entering an occupied square, the *jumping caltrops* "attack" that creature as normal for caltrops. They remain capable of movement for 5 rounds after being activated, then function like normal caltrops until dawn the next day.

Prerequisites: Craft Wondrous Item, *animate objects.*

Cost to Create: 125 gp, 10 XP, 1 day.

LENS OF THE DESERT

Price (Item Level): 20,000 gp (15th)
Body Slot: — (held)
Caster Level: 13th
Aura: Strong; (DC 21) evocation
Activation: Standard (command)
Weight: —

A gold frame worked with a sunburst motif and an elegant wooden handle decorate this flawless magnifying glass.

When you activate a *lens of the desert,* it creates a beam of focused sunlight that is the equivalent of a *sunbeam* spell.

A *lens of the desert* functions three times per day.

Prerequisites: Craft Wondrous Item, *sunbeam.*

Cost to Create: 10,000 gp, 800 XP, 20 days.

LIFE RING

Price (Item Level): 400 gp (2nd)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Standard (manipulation)
Weight: 5 lb.

This 3-foot-diameter, 4-inch-thick wooden hoop has four equally spaced handholds where the wood flattens slightly. A piece of thin twine crosses the middle of the ring.

To activate a *life ring,* you break the twine crossing the hoop. Once active, a *life ring* grants a *feather fall* effect to the next four creatures who touch it within 10 rounds. The duration of each subject's *feather fall* benefit is equal to the number of rounds remaining in the item's duration when that creature touches the *life ring.* At the end of this duration, the broken *life ring* becomes inert and useless.

Prerequisites: Craft Wondrous Item, Extend Spell, *feather fall.*

Cost to Create: 200 gp, 16 XP, 1 day.

MAC-FUIRMIDH CITHERN

Price (Item Level): 2,100 gp (6th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration, enchantment
Activation: — and standard (command)
Weight: 3 lb.

This pear-shaped cithern is crafted of rosewood and decorated with mother-of-pearl inlays in an abstract, scalloped pattern.

This masterwork cithern grants you a +2 circumstance bonus on Perform (string instruments) checks. If you have at least 4 ranks in Perform (string instruments), you can also command it to produce one of three spell effects (*cure light wounds, mage armor,* and *sleep*), each once per day.

Lore: See Anstruth *harp.*

Prerequisites: Craft Wondrous Item, *cure light wounds, mage armor, sleep,* bard.

Cost to Create: 1,000 gp (plus 100 gp for masterwork cithern), 80 XP, 2 days.

MAGIC BEDROLL

Price (Item Level): 500 gp (3rd)
Body Slot: —
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration, enchantment
Activation: Full-round (manipulation); see text
Weight: 6 lb.

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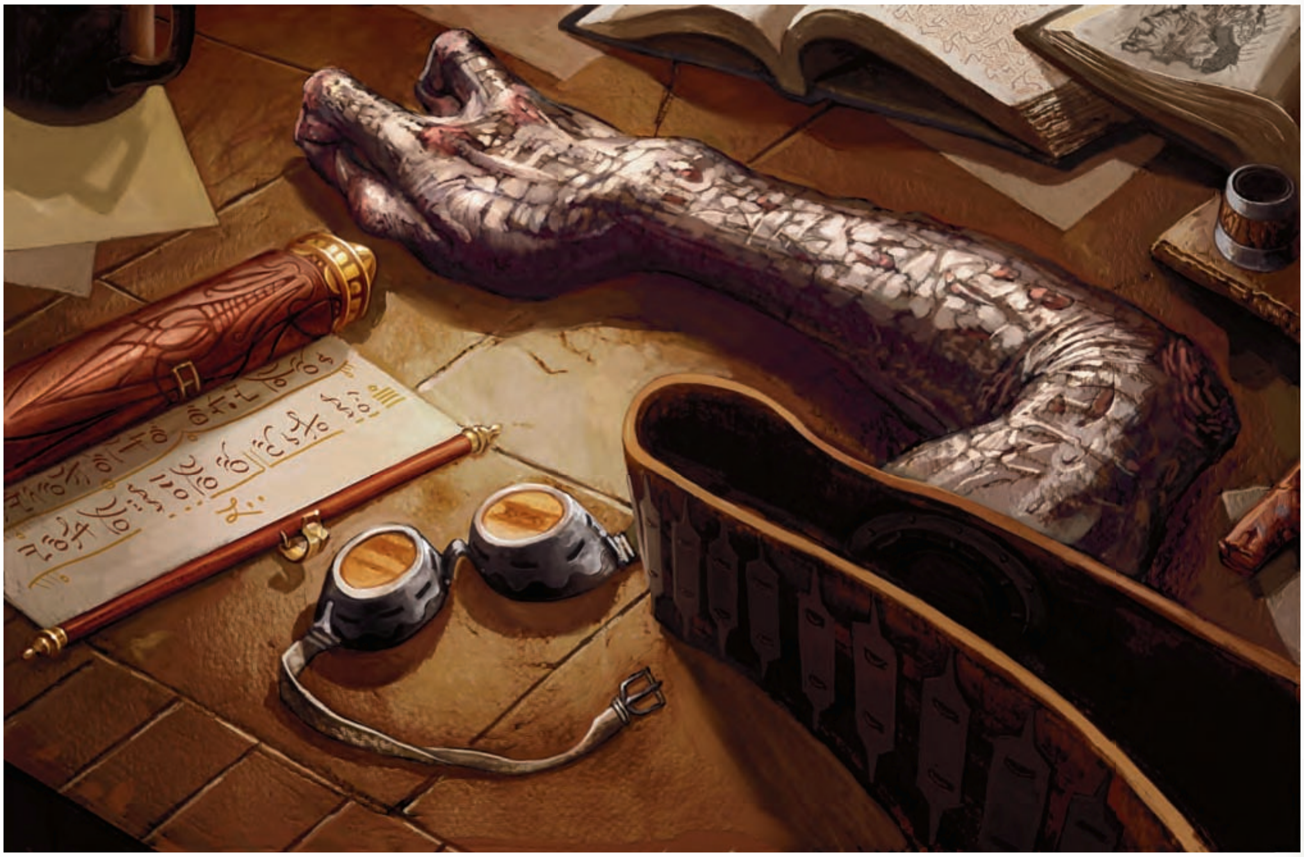


Artificer items: Cannith goggles, infinite scrollcase, spare hand

This woolen sleeping bag is embroidered with stars and moons in silver and blue thread, and it smells of lavender.

A *magic bedroll* grants you a comfortable and peaceful night's sleep. As long as you lie in it, you gain the benefit of an *endure elements* spell. After sleeping for 8 hours in the bedroll, you recover 1 hit point per character level, in addition to the hit points you recover normally. Getting into or out of a *magic bedroll* is a full-round action.

Prerequisites: Craft Wondrous Item, *cure light wounds, endure elements.*

Cost to Create: 250 gp, 20 XP, 1 day.

MAGIC SIPHON

Price (Item Level): 25,000 gp (15th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) abjuration
Activation: Standard (command)
Weight: 3 lb.

This short burgundy scepter has a spiral design running along its length and an open, clawlike sculpture at each end.

A *magic siphon* drains the magical energy from existing spell effects, rendering them powerless and ineffective in the same manner that *dispel magic* would. Every creature adjacent to you when you activate a *magic siphon* is affected as though by a targeted *greater dispel magic* spell. This rod functions once per day.

Prerequisites: Craft Rod, *greater dispel magic.*

Cost to Create: 12,500 gp, 1,000 XP, 25 days.

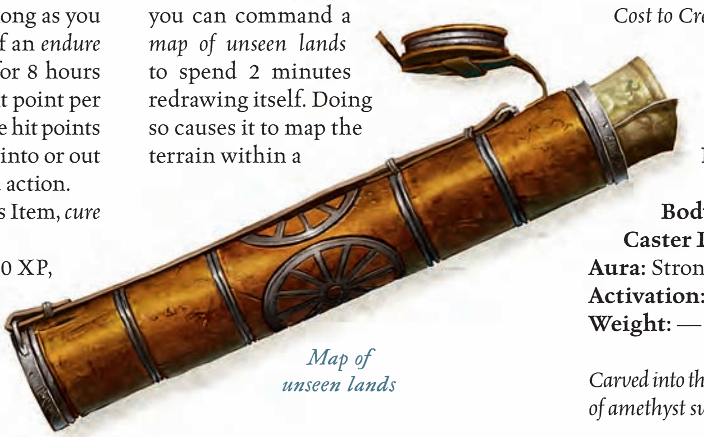
MAP OF UNSEEN LANDS [RELIC]

Price (Item Level): 5,200 gp (10th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) evocation
Activation: — and standard (command)
Weight: —

This rolled-up sheet of vellum is generally kept in a dark-colored scroll tube decorated with wagon wheel motifs.

A *map of unseen lands* is a boon to caravans of halfling pilgrims, who use it to avoid danger and make their way through the wilderness. While holding the map, you gain a +5 competence bonus on Knowledge (geography) and Survival checks if you are neutral good, lawful good, chaotic good, or neutral.

Relic Power: Once per day, if you have established the proper divine connection, you can command a *map of unseen lands* to spend 2 minutes redrawing itself. Doing so causes it to map the terrain within a 10-mile radius with total accuracy but only middling detail. This ability doesn't function underground.



Map of unseen lands

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When the redraw command is issued, the DM should spend no more than 2 minutes of real time sketching out a map, adding items from the following list in the given order of priority.

- General terrain features (mountains, rivers, and so forth), labeled if their names are widely known.
- Structures encompassing more than 5,000 square feet (castles, temples, and ruins), named either specifically ("Fortress of the Undying") or generally ("bardic college").
- Structures important for travel (bridges, dungeon entrances, and magic portals), labeled only if they are unusual in some respect.
- Lairs of creatures of CR 12 or higher, labeled by creature type only.

To use the relic power, you must worship Yondalla and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Lore: The first *map of unseen lands* was sketched out by Fharlanghn as a gift for Yondalla. Since then, she has occasionally given one to a large tribe of halflings intending to strike out for new territory (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *discern location.*

Cost to Create: 2,700 gp, 208 XP, 6 days.

MEMENTO MAGICA

Price (Item Level): See table
Body Slot: —
Caster Level: 17th
Aura: Strong; (DC 23) transmutation
Activation: Standard (command)
Weight: —

Carved into the shape of a dragon's scale, this piece of amethyst swirls with foggy images of runes.

When activated, a *memento magica* allows you to regain any one spell slot that you have previously used this day. The spell slot is available just as if the spell had not been cast. A *memento magica* recalls a spell slot of the level it was created to hold. Different *mementos magica* exist for each level from 1st through 9th.

A *memento magica* functions once per day. This item has no effect for spellcasters who prepare their spells.

Prerequisites: Craft Wondrous item, ability to spontaneously cast spells of the spell level to be regained.

Cost to Create: See table.

METAMAGIC RODS

A metamagic rod holds the essence of a metamagic feat but does not change the spell slot of the altered spell. The metamagic rods presented here function in all respects as those described on page 236 of the *Dungeon Master's Guide.*

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Memento Magica

Spell Slot Regained	Price (Item Level)	Cost to Create
1st	1,500 gp (5th)	750 gp, 60 XP, 2 days
2nd	6,000 gp (10th)	3,000 gp, 240 XP, 6 days
3rd	13,500 gp (14th)	6,750 gp, 540 XP, 14 days
4th	24,000 gp (15th)	12,000 gp, 960 XP, 24 days
5th	37,500 gp (17th)	18,750 gp, 1,500 XP 38 days
6th	54,000 gp (18th)	27,000 gp, 2,160 XP, 54 days
7th	73,500 gp (19th)	36,750 gp, 2,940 XP, 74 days
8th	96,000 gp (20th)	48,000 gp, 3,840 XP, 96 days
9th	121,500 gp (22nd)	60,750 gp, 4,860 XP, 122 days

Metamagic Rod (Chaining)

Price (Item Level): 14,000 gp (14th) (lesser); 54,000 gp (18th) (normal); 121,500 gp (22nd) (greater)
Body Slot: — (held)
Caster Level: 17th
Aura: Strong; (DC 23) no school
Activation: —
Weight: 3 lb.

Sturdy chain links carved of metal and fused together form the haft of this sturdy rod. The head is a single ruby.

You can cast up to three spells per day that are chained as though affected by the Chain Spell feat.

Prerequisites: Craft Rod, Chain Spell (CAr 76).

Cost to Create: 7,000 gp, 560 XP, 14 days (lesser); 27,000 gp, 2,160 XP, 54 days (normal); 60,750 gp, 4,860 XP, 122 days (greater).

Metamagic Rod (Reach)

Price (Item Level): 9,000 gp (12th) (lesser); 32,500 (16th) (normal); 73,000 (19th) (greater)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: 1 lb.

This thick iron rod has a handle wrapped in worn leather, and a small golden icon of an outstretched hand at its tip.

You can cast up to three spells per day as though their ranges were affected by the Reach Spell feat.

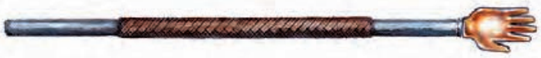
Prerequisites: Craft Rod, Reach Spell (CD 84).

Cost to Create: 4,500 gp, 360 XP, 9 days (lesser); 16,250 gp, 1,300 XP, 33 days (normal); 36,500 gp, 2,920 XP, 73 days (greater)

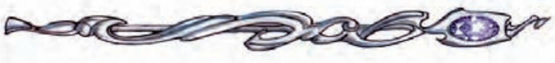
Metamagic Rod (Sculpting)

Price (Item Level): 3,000 gp (7th) (lesser); 11,000 gp (13th) (normal); 24,500 gp (15th) (greater)
Body Slot: — (held)
Caster Level: 17th
Aura: Strong; (DC 23) no school
Activation: —
Weight: 3 lb.

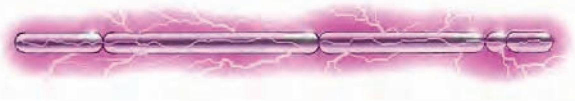
The haft of this elegant rod is sculpted of silvery metal in graceful curves. At its top glitters a faceted sapphire.



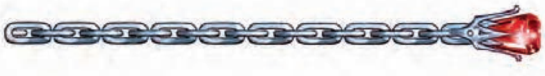
Metamagic rod (reach)



Metamagic rod (sculpting)



Metamagic rod (substitution)



Metamagic rod (chaining)

You can cast up to three spells per day whose areas are modified as though affected by the Sculpt Spell feat.

Prerequisites: Craft Rod, Sculpt Spell (CAr 83).

Cost to Create: 1,500 gp, 120 XP, 3 days (lesser); 5,500 gp, 440 XP, 11 days (normal); 12,250 gp, 980 XP, 25 days (greater).

Metamagic Rod (Substitution)

Price (Item Level): 2,700 gp (7th) (lesser); 10,500 gp (13th) (normal); 24,300 gp (15th) (greater)
Body Slot: — (held)
Caster Level: 17th
Aura: Strong; (DC 23) no school
Activation: —
Weight: 3 lb.

This fragile-looking glass rod is filled with elemental energy—flickering flames, crackling electricity, churning green acid, or frosty rime, depending upon its type.

Four different versions of this rod exist, each keyed to a different type of energy (acid, cold, electricity, or fire). Three times per day, you can cast a spell as though using the appropriate Energy Substitution feat.

Prerequisites: Craft Rod, Energy Substitution (CAr 79) for the appropriate energy type.

Cost to Create: 1,350 gp, 108 XP, 3 days (lesser); 5,250 gp, 420 XP, 11 days (normal); 12,150 gp, 972 XP, 25 days (greater).

MIRROR OF SUGGESTION

Price (Item Level): 3,600 gp (8th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: Standard (command)
Weight: 1/2 lb.

The tarnished pewter back and handle of this small hand mirror are engraved with complex swirling patterns.

When activated, a *mirror of suggestion* must be held in such a way as to force a creature within 30 feet to see its own reflection. This functions as a gaze attack; any creature that fails a DC 14 Will save is subject to a *suggestion* made by the mirror's wielder.

A *mirror of suggestion* functions two times per day, and each activation of the mirror can affect only a single creature. The mirror's wielder is immune to its effect.

Prerequisites: Craft Wondrous Item, *suggestion* or *psionic suggestion* (EPH 133).

Cost to Create: 1,800 gp, 144 XP, 4 days.

MIRROR OF TIME HOP

Price (Item Level): 9,000 gp (12th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: Standard (command)
Weight: 1/2 lb.

This silver hand mirror is exceedingly smooth, even slippery, to the touch.

When activated, a *mirror of time hop* must be held in such a way as to force a creature within 30 feet to see its own reflection. This functions as a gaze attack; any creature that fails a DC 14 Will save is pushed 5 rounds forward in time. In effect, the creature disappears in a shimmer of silver energy, then reappears after the duration expires in the same position, orientation, and condition. From the creature's point of view, no time has passed. Any active effects on the creature simply resume when it appears as if no time had passed. The creature can act normally on its next turn after the effect ends.

A *mirror of time hop* functions two times per day, and each activation of the mirror

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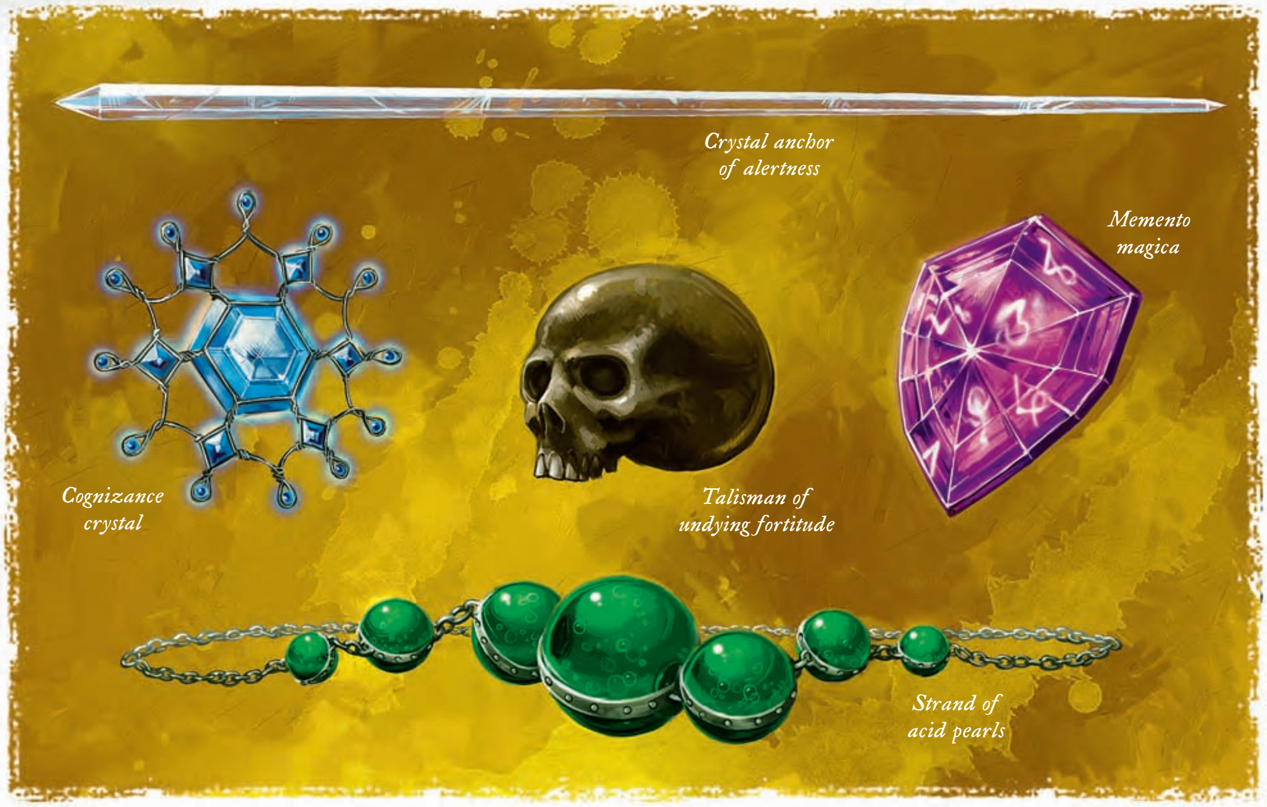


Illus. by E. Widermann & S. Ellis

can affect only a single creature. A mirror's wielder is immune to her mirror's effect.

Prerequisites: Craft Wondrous Item, *dimension door* or *time hop* (*EPH* 137).

Cost to Create: 4,500 gp, 360 XP, 9 days.

NOBLE PENNON

Price (Item Level): 5,000 gp (9th)
Body Slot: —; see text
Caster Level: 7th
Aura: Moderate; (DC 18) enchantment
Activation: Immediate (mental)
Weight: —

A lion rampant adorns this narrow, finely woven streamer.

At the touch of a paladin or knight (*PH2* 24), the image on this narrow banner changes to represent the coat of arms of its bearer. Once claimed, it can be transferred to a new owner only if the current owner is willing or the current owner dies. A pennon can be attached to a lance, carried by a cohort or follower, or flown as a standard from a saddle or any fixed object. Mounting a pennon is a standard action.

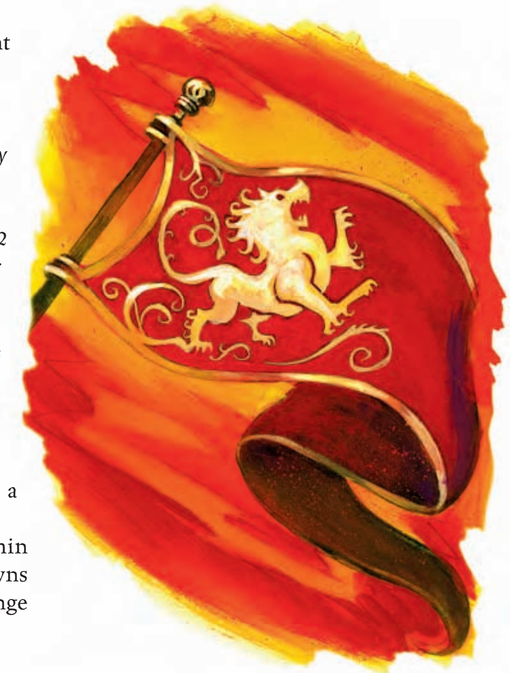
As long as a *noble pennon* flies within 60 feet of the knight or paladin who owns it, the save DC for his knight's challenge increases by 1, and his smite evil attacks deal an extra 2 points of damage.

In addition, a pennon has 3 charges, which are renewed each day at dawn. Activating a pennon and spending 1 or more charges grants you a morale bonus on Fortitude or Will saves (your choice when activated) for 3 rounds.

1 charge: +2 morale bonus.
2 charges: +3 morale bonus.
3 charges: +4 morale bonus.

Prerequisites: Craft Wondrous Item, *heroism*.

Cost to Create: 2,500 gp, 200 XP, 5 days.



Noble pennon

OLLAMH HARP

Price (Item Level): 50,100 gp (18th)
Body Slot: — (held)
Caster Level: 17th
Aura: Strong; (DC 23) transmutation
Activation: — and standard (command)
Weight: 3 lb.

This elongated green lap harp is strung with gold. Twinkling red rubies adorn its frame.

This masterwork lap harp grants you a +2 circumstance bonus on Perform (string instruments) checks. If you have at least 14 ranks in Perform (string instruments), you can also command it to produce one of three spell effects (*control weather*, *eyebite*, or *repulsion*), each once per day.

If you pick up an *Ollamh harp* but do not have 14 or more ranks in Perform (string instruments), the instrument bestows one negative level on you, which persists for as long as you hold it. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the instrument is held.

Lore: See *Anstruth harp* (page 150).

Prerequisites: Craft Wondrous Item, *control weather, eyebite, repulsion*, bard.

Cost to Create: 25,000 gp (plus 100 gp for masterwork harp), 2,000 XP, 51 days.

ORB OF BLINDING

Price (Item Level): 5,000 gp (9th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) illusion
Activation: Standard (command)
Weight: —

This round, fist-sized opalescent crystal glows faintly.

An *orb of blinding* can emit a brilliant burst of light that blinds all creatures within a 15-foot cone for 1 round (Fort DC 16 negates). An *orb of blinding* can generate this effect three times per day, but it can't be activated in consecutive rounds.

Prerequisites: Craft Wondrous Item, *color spray*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

ORB OF ENVIRONMENTAL ADAPTATION

Price (Item Level): 2,000 gp (6th)
Body Slot: — (held); see text
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration
Activation: Standard (command)
Weight: —

This transparent crystal sphere faintly glows green and is the size of a small plum.

An *orb of environmental adaptation* provides a group of creatures relief from extreme environments. When you hold the orb in your hand and activate it, it transforms into a faintly glowing sphere of protection centered on you. The radius of this sphere can vary between 5 and 30 feet (and can be altered by you as a move action). All creatures and objects within the sphere take no harm from being in a hot or cold environment. They can exist comfortably in conditions between –50 and 140 degrees Fahrenheit, and their equipment is likewise protected.

An *orb of environmental adaptation* functions for up to seven consecutive days, after which it is dormant for seven days.

Prerequisites: Craft Wondrous Item, *endure elements*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

ORB OF MENTAL RENEWAL

Price (Item Level): 3,100 gp (8th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: Standard (command)
Weight: 1 lb.

This orb of bronze and gold shines like the sun rising over the desert.

An *orb of mental renewal* allows you to heal mental ability damage taken by yourself or another. To use the orb, you must hold it while touching the target to be affected (or merely hold the orb, if affecting yourself). The orb has 3 charges, which are renewed each day at dawn. Spending 1 or more charges heals damage to one or more mental ability scores.

1 charge: Heal 4 points of Int, Wis, or Cha damage (your choice), or 2 points of damage to all three ability scores.

2 charges: Heal 6 points of Int, Wis, or Cha damage (your choice), or 3 points of damage to all three ability scores.

3 charges: Heal 8 points of Int, Wis, or Cha damage (your choice), or 4 points of damage to all three ability scores.

Prerequisites: Craft Wondrous Item, *lesser restoration*.

Cost to Create: 1,550 gp, 124 XP, 4 days.

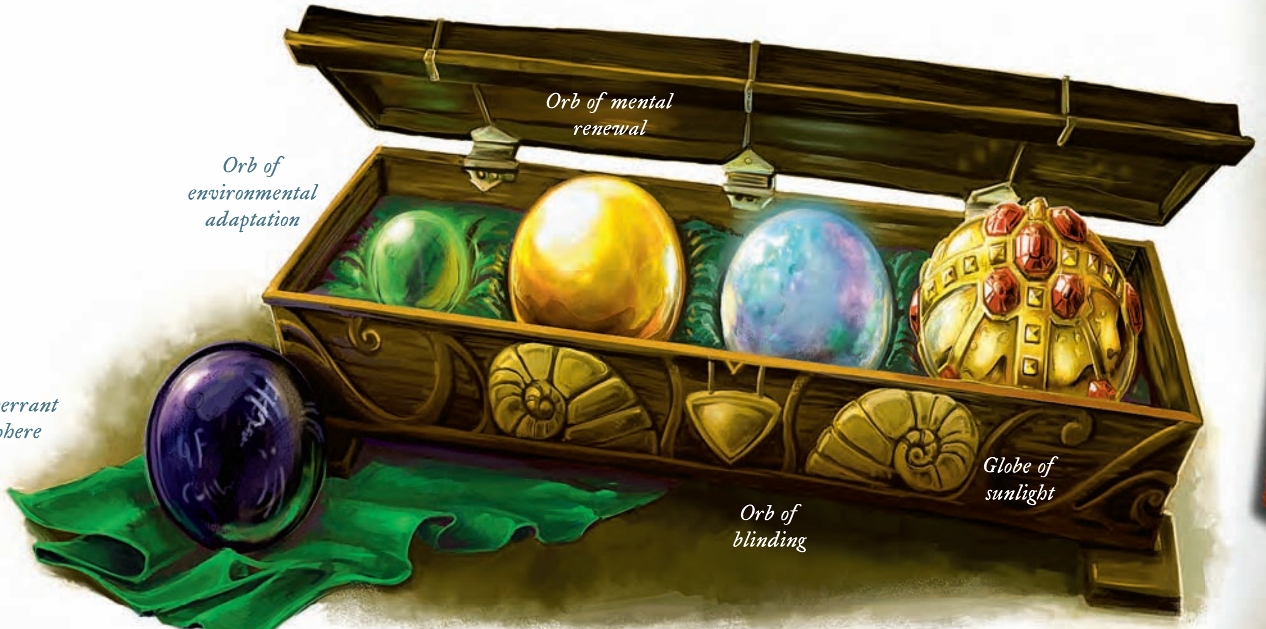
PEARL OF BRAIN LOCK

Price (Item Level): 900 gp (4th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) enchantment
Activation: Standard (thrown)
Weight: —

This tiny pearl is engraved with the draconic symbol for the mind.

You can hurl a *pearl of brain lock* as a ranged touch attack with a range increment of 10 feet. If the target fails a DC 13 Will saving throw, the pearl seems to impact and then enter the flesh of the creature, dazing it for 3 rounds. This is a mind-affecting ability.

Illus. by E. Widermann



A flying creature affected by a *pearl of brain lock* is allowed to descend to the nearest safe, level area rather than be dazed, while a swimmer incapable of breathing water is allowed to head directly for the surface. In either case, the creature is dazed for the remaining duration once it has reached safety.

Once activated, a pearl is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, *daze monster* or *brain lock* (*EPH* 81).

Cost to Create: 450 gp, 36 XP, 1 day.

PEARL OF BREATH CRISIS

Price (Item Level): 2,000 gp (6th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: Standard (thrown)
Weight: —

A draconic rune representing the body has been carefully engraved on this small pearl.

You can hurl a *pearl of breath crisis* as a ranged touch attack with a range increment of 10 feet. If it strikes a humanoid that fails a DC 14 Will saving throw, the pearl seems to impact and then enter the flesh of the creature, compelling it to purge itself of breath. For the next 5 rounds, the creature can continue to breathe only by taking a standard action each round to do so. This is a mind-affecting ability.

At the end of each of the target's turns in which it chooses not to consciously take a breath, it must succeed on a DC 14 Fortitude save or begin to suffocate, falling to 0 hit points and potentially dying in later rounds (*DMG* 304), as long as the duration continues. If the effect ends before a suffocating creature has died, the creature is no longer considered to be suffocating.

Once activated, a pearl is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, *suggestion* or *crisis of breath* (*EPH* 89).

Cost to Create: 1,000 gp, 80 XP, 2 days.

PERSONAL OASIS

Price (Item Level): 4,600 gp (9th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) conjuration, evocation
Activation: Standard (command)
Weight: 3 lb.

A brightly colored oasis complete with fruit-bearing desert trees and bright blue water covers the surface of this woven blanket. It smells slightly of old incense.

When you unroll this 10-foot-by-10-foot blanket and activate it, a 5-foot-by-10-foot tent springs from the blanket, along with a campfire, a bowl of dates, and a gallon of cool water. The tent functions in all ways as a *Leomund's tiny hut* spell. The campfire burns continuously, never needing fuel, and the dates provide enough food to sustain a person for one day. When you speak the command word again, a *personal oasis* rolls back up into blanket form.

A *personal oasis* functions once per day for up to 10 hours.

Prerequisites: Craft Wondrous Item, *create food and water, Leomund's tiny hut, produce flame.*

Cost to Create: 2,300 gp, 184 XP, 5 days.

PIPES OF FRENZIED REVELRY [RELIC]

Price (Item Level): 3,100 gp (8th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) enchantment
Activation: Standard (manipulation)
Weight: 1 lb.

This set of pan pipes is made of hollowed-out reeds lashed together with sturdy vines. Somewhere on the surface of each reed is the symbol of Olidammara.

When you play these pipes, you gain a +5 competence bonus on Perform (wind instruments) checks if you are chaotic neutral, neutral, chaotic good, or chaotic evil.

Relic Power: If you have established the proper divine connection, you can attempt a DC 25 Perform (wind instruments) check each round that you are playing the pipes. If you succeed, every living creature within 30 feet must make a successful DC 16 Will save or be affected as if by a *confusion* spell, with one exception: Whenever the die roll calls for the subject to attack another creature, the subject instead makes a mildly amorous advance (such as an embrace or kiss) toward the target creature. For each affected creature, this effect lasts as long as the piping continues (a standard action each round) and you are within 30 feet of that creature at the end of your turn. If your playing is interrupted, or you fail a Perform check and then resume piping with a successful check, every creature within 30 feet can make a new save attempt. Subjects that successfully save are immune to the *pipes of frenzied revelry* for the next 24 hours.

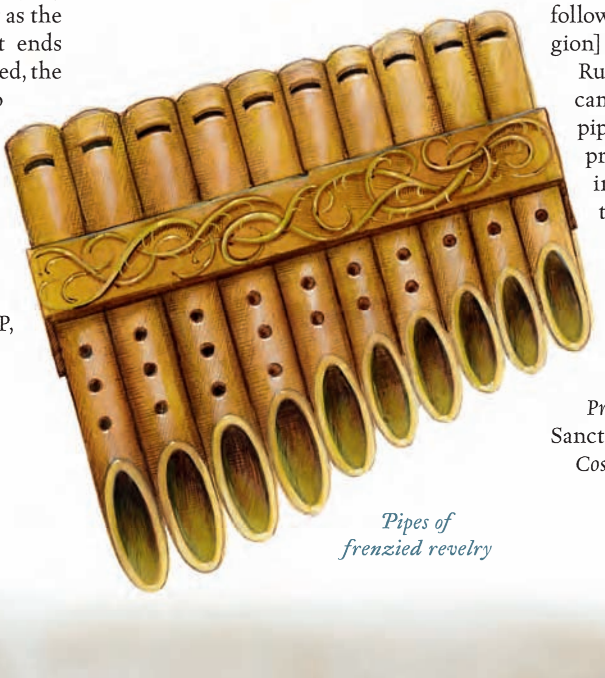
To use the relic power, you must worship Olidammara and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Lore: These pipes were originally created by a secretive order of bard/clerics devoted to Olidammara. For the past several centuries, members of the order have distributed them to musically inclined followers of the deity (Knowledge [religion] DC 15).

Rumor holds that a satyr named Elovan came into possession of a set of these pipes and used them to woo a fair princess while she was on a picnic in the woods with her court. Since then, members of that nation's royal family have occasionally displayed odd physical quirks, such as unusually hairy legs and vestigial horns, as well as an unusual aptitude for music (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *confusion.*

Cost to Create: 1,550 gp, 124 XP, 4 days.



Pipes of frenzied revelry

Illus. by W. England

PORCUPINE ELIXIR

Price (Item Level): 800 gp (3rd)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Standard (manipulation)
Weight: —

The liquid in this vial is dark brown, shot through with vertical threads of white and tan.

Imbibing *porcupine elixir* toughens your skin, granting you a +1 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0.) In addition, hundreds of needle-sharp quills sprout from your body. These quills enable you to deal 1d6 points of piercing damage with a successful grapple attack. The quills sprout through light armor or hide armor, but heavier armors prevent them from growing. The effect of this elixir lasts for 12 hours.

Prerequisites: Craft Wondrous Item, *alter self*, Craft (alchemy) 5 ranks.

Cost to Create: 400 gp, 32 XP, 1 day.

PORTABLE FOXHOLE

Price (Item Level): 5,000 gp (9th)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: Standard (command)
Weight: —

A row of tiny runes lines the edge of this matte black piece of circular canvas.

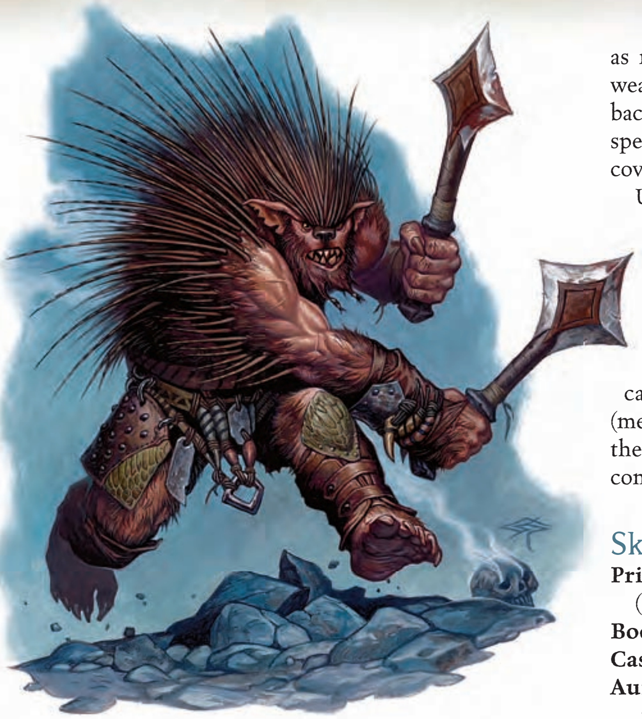
When placed on a flat surface, a *portable foxhole* creates a shallow extradimensional pit 5 feet square and 3 feet deep. A foxhole provides cover against ranged attacks. Any items or creatures in a *portable foxhole* when it is picked up (another standard action) are dumped out unharmed in the space the foxhole occupied.

Prerequisites: Craft Wondrous Item, *move earth*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

POWDER OF THE BLACK VEIL

Price (Item Level): 750 gp (3rd)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) necromancy
Activation: Standard (thrown)
Weight: —



The effect of a porcupine elixir is dramatic

Illus. by S. Prescott

This sooty, black powder comes in a small tin, which is set with pieces of jet in the shape of dark-colored goggles.

When you cast this sooty, black powder into an area, it creates a 10-foot-high cloud in a 10-foot spread, centered on you (but not moving with you). The cloud remains for 2d4 rounds, and any creature, other than you, caught in the area (or one that enters it) is blinded for as long as it stays in the cloud and for 1d4 rounds after it leaves (Will DC 13 negates).

Once activated, a dose of this powder is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, *blindness/deafness*.

Cost to Create: 375 gp, 30 XP, 1 day.

PSYCHOACTIVE SKIN

This fist-sized blob of murky ectoplasm shimmers faintly in the light.

Once a psychoactive skin is donned, the ball unfolds, extends, and surrounds a Medium or smaller wearer's entire body in a variegated second skin, granting the wearer access to a particular array of abilities (see below). Donning a psychoatcive skin requires a mental command as a standard action.

A deployed skin completely covers the wearer and all his equipment, but allows him to see, hear, and breathe normally. It rolls away from various parts of the body as needed, such as when the wearer needs to eat or access a backpack. Held items or items specifically excluded are not covered up.

Up to three skins can be worn simultaneously, although only the outermost is active in any given round (the powers of the hidden skins cannot be activated or accessed). Skin layers can be changed as a standard (mental) action, which causes the desired lower-layer skin to come to the surface.

Skin of the Celestial

Price (Item Level): 6,000 gp (10th)
Body Slot: —
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Activation: Swift (mental)
Weight: 2 lb.

Once activated, the stainless white skin of the celestial bathes you in a shimmering golden halo.

When activated, this skin grants you the following abilities for 7 rounds (if you already have one of these abilities, use your own values if higher):

- Damage reduction 5/magic.
- Darkvision 60 feet.
- Resistance to acid 10, cold 10, and electricity 10.
- Smite Evil (Su): Once during the skin's duration, you can attempt a normal melee attack to deal an extra 10 points of damage against an evil foe. If you accidentally smite a creature that is not evil, or if your smite attack misses, the smite has no effect, but the ability is still used up for that day.
- Spell resistance 15.

A *skin of the celestial* functions once per day. At the end of its duration, it falls dormant until the following dawn.

Prerequisites: Craft Wondrous Item, *lesser holy transformation* (SC 116) or *planar apotheosis* (CP 93).

Cost to Create: 3,000 gp, 240 XP, 6 days.

Skin of Celestial Embrace

Price (Item Level): 24,000 gp (15th)
Body Slot: —
Caster Level: 15th
Aura: Strong; (DC 22) transmutation
Activation: Swift (mental)
Weight: 2 lb.

This iridescent white skin bathes you in a shimmering golden halo when activated.

When activated, a *skin of celestial embrace* grants you the following abilities for 15 rounds (if you already have any of these abilities, use your own values if higher):

- +4 bonus on Fortitude saves against poison.
- Damage reduction 10/magic.
- Darkvision 60 feet.
- Feathered wings that allow you to fly at twice your base land speed with good maneuverability.
- Immunity to disease.
- Resistance to acid 10, cold 10, and electricity 10.
- Smite Evil (Su): Once during the skin's duration, you can attempt a normal melee attack to deal an extra 15 points of damage against an evil foe. If you accidentally smite a creature that is not evil, or if your smite attack misses, the smite has no effect, but the ability is still used up for that day.
- Spell resistance 25.

A *skin of celestial embrace* functions once per day. At the end of its duration, it falls dormant until the following dawn.

Prerequisites: Craft Wondrous Item, *holy transformation* (SC 116) or *planar embrace* (CP 94).

Cost to Create: 12,000 gp, 960 XP, 24 days.

Skin of the Chameleon

Price (Item Level): 15,000 gp (14th)
Body Slot: —
Caster Level: 3rd
Aura: Faint; (DC 16) evocation
Activation: —
Weight: 2 lb.

This skin adjusts its color and texture according to your surroundings.

A *skin of the chameleon* adjusts to your surrounding textures and colors, continually granting you a +10 competence bonus on Hide checks.

Prerequisites: Craft Wondrous Item, *darkness* or *chameleon* (EPH 82).

Cost to Create: 7,500 gp, 600 XP, 15 days.

Skin of the Claw

Price (Item Level): 12,000 gp (13th)
Body Slot: —
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (mental)
Weight: 2 lb.

This skin ripples with suppressed power once worn.

A *skin of the claw* benefits you only if you are a psychic warrior. If you are a psychic warrior and you wear this skin, you can transform your hands into deadly claws. You gain two primary natural claw attacks, each dealing 1d6 points of damage (if you are Medium) plus your Strength modifier. You can't combine these claw attacks with other weapon or natural weapon attacks as part of the same full attack action. You can return your hands to their previous form with another swift (mental) action.

Prerequisites: Craft Wondrous Item, *claws of the bear* (SC 47) or *claws of the beast* (EPH 83).

Cost to Create: 6,000 gp, 480 XP, 12 days.

Skin of the Defender

Price (Item Level): 32,000 gp (16th)
Body Slot: —
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: 2 lb.

This thick, rough skin gives your body an appearance similar to tree bark.

This skin continually grants a +4 enhancement bonus to your natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0.)

Prerequisites: Craft Wondrous Item, *barkskin* or *thicken skin* (EPH 137).

Cost to Create: 16,000 gp, 1,280 XP, 32 days.

Skin of Ectoplasmic Armor

Price (Item Level): 6,000 gp (10th)
Body Slot: —
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: —
Weight: 2 lb.

This silvery, translucent skin appears to surround you in a suit of crystalline plates.

This skin grants you a +8 armor bonus. The skin has a maximum Dexterity bonus of +2, a –6 armor check penalty, and a 25% arcane spell failure chance. It is treated as light armor for the purpose of affecting class features and movement.

Prerequisites: Craft Wondrous Item, *mage armor* or *inertial armor* (EPH 113).

Cost to Create: 3,000 gp, 240 XP, 6 days.

Skin of the Fiend

Price (Item Level): 6,000 gp (10th)
Body Slot: —
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Activation: Swift (mental)
Weight: 2 lb.

This deep red skin raises tiny horns from your forehead.

When activated, a *skin of the fiend* grants you the following abilities for 7 rounds (if you already have any of these abilities, use your own values if higher):

- Damage reduction 5/magic.
- Darkvision 60 feet.
- Resistance to cold 10 and fire 10.
- Smite Good (Su): Once during the skin's duration, you can attempt a normal melee attack to deal an extra 10 points of damage against a good foe. If you accidentally smite a creature that is not good, or if your smite attack misses, the smite has no effect, but the ability is still used up for that day.
- Spell resistance 15.

A *skin of the fiend* functions once per day. At the end of its duration, it falls dormant until the following dawn.

Prerequisites: Craft Wondrous Item, *lesser infernal transformation* (SC 122) or *planar apotheosis* (CP 93).

Cost to Create: 3,000 gp, 240 XP, 6 days.

Skin of Fiendish Embrace

Price (Item Level): 24,000 gp (15th)
Body Slot: —
Caster Level: 15th
Aura: Strong; (DC 22) transmutation
Activation: Swift (mental)
Weight: 2 lb.

This glistening, blood-red skin raises horns the color of bloodied bones from your forehead.

When activated, a *skin of fiendish embrace* grants you the following abilities for 15 rounds (if you already have any of these abilities, use your own values if higher):

- Damage reduction 10/magic.
- Darkvision 60 feet.
- Batlike wings that allow you to fly at your base land speed with average maneuverability.
- Claws: Two primary claw attacks that each deal 1d6 points of damage (assuming you are Medium).
- Immunity to poison.
- Resistance to acid 10, cold 10, electricity 10, and fire 10.
- Smite Good (Su): Once during the skin's duration, you can attempt a normal melee attack to deal an extra 15 points of damage against a good foe. If you accidentally smite a creature that is not good, or if your smite attack misses, the smite has no effect, but the ability is still used up for that day.
- Spell resistance 25.

A *skin of fiendish embrace* functions once per day. At the end of its duration, it falls dormant until the following dawn.

Prerequisites: Craft Wondrous Item, *infernal transformation* (SC 122) or *planar embrace* (CP 94).

Cost to Create: 12,000 gp, 960 XP, 24 days.

Skin of Fiery Response

Price (Item Level): 60,000 gp (18th)
Body Slot: —
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: —
Weight: 2 lb.

Once donned, this skin pulses with occasional bursts of energy the color of flame.

A *skin of fiery response* answers the first melee or ranged attack made against you in each round with a targeted blast against the attacker. The blast of fire emits from the skin at the start of your next turn, making a ranged touch attack against the attacker if within line of sight and line of effect (up to a maximum distance of 40 feet). You must also be able to identify the source of the attack. For instance, if the attack comes from a foe that is hiding or invisible, the attacker cannot be identified and is not targeted by the effect. The ranged touch attack uses your base attack bonus plus either your Dexterity modifier or the key ability modifier of your highest-level spellcasting class (your choice) and deals 4d6+4 points of fire damage.

Prerequisites: Craft Wondrous Item, *scorching ray* or *energy retort* (EPH 137).

Cost to Create: 30,000 gp, 2,400 XP, 60 days.

Skin of the Hero

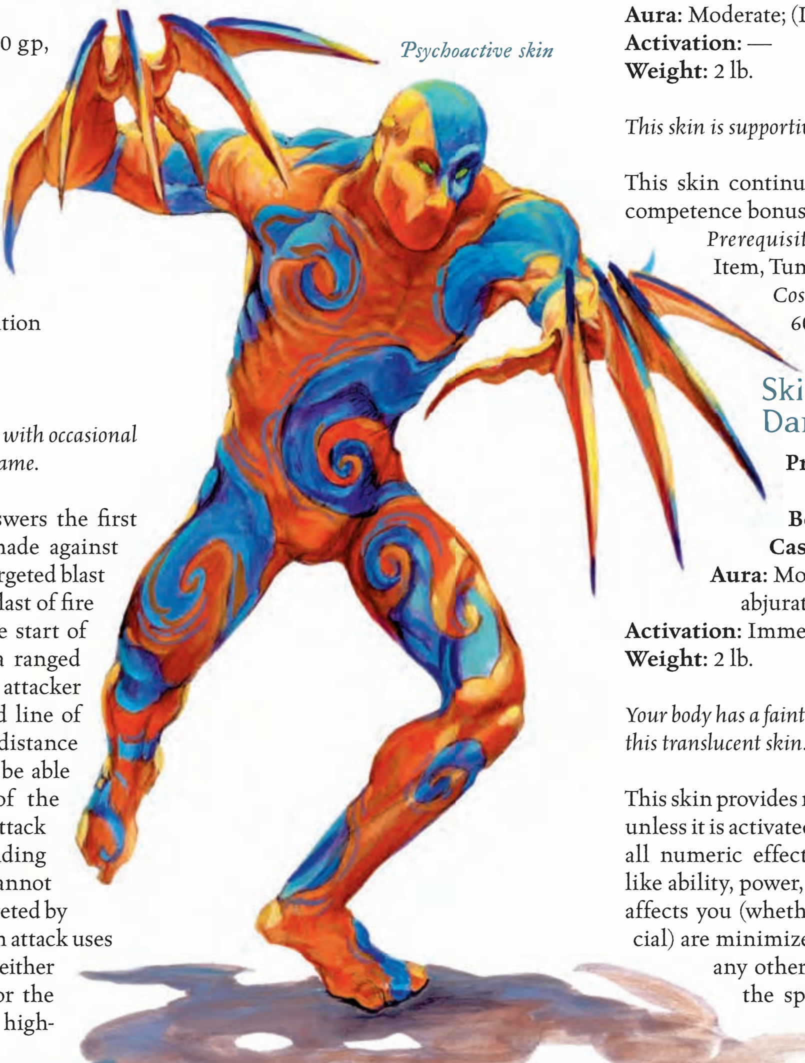
Price (Item Level): 77,000 gp (19th)
Body Slot: —
Caster Level: 18th
Aura: Strong; (DC 24) no school
Activation: —
Weight: 2 lb.

This skin gives your body a silvery hue.

This skin continually grants its wearer a +3 deflection bonus to Armor Class, a +3 resistance bonus on saving throws, and a +3 enhancement bonus on attack rolls.

Prerequisites: Craft Wondrous Item, *limited wish* or *bend reality* (EPH 80).

Cost to Create: 38,500 gp, 3,080 XP, 77 days.



Psychoactive skin

Skin of Iron

Price (Item Level): 40,000 gp (17th)
Body Slot: —
Caster Level: 15th
Aura: Strong; (DC 22) transmutation
Activation: Swift (mental)
Weight: 2 lb.

Your body turns a uniform gray color while this skin is worn and active.

When activated, this skin grants you the benefit of the *iron body* spell with a duration of 15 minutes. At the end of its duration, it falls dormant until the following dawn.

Prerequisites: Craft Wondrous Item, *iron body.*

Cost to Create: 20,000 gp, 1,600 XP, 40 days.

Skin of Nimbleness

Price (Item Level): 15,000 gp (14th)
Body Slot: —
Caster Level: 8th
Aura: Moderate; (DC 19) transmutation
Activation: —
Weight: 2 lb.

This skin is supportive and slightly tacky.

This skin continually grants you a +10 competence bonus on Tumble checks.

Prerequisites: Craft Wondrous Item, Tumble 10 ranks.

Cost to Create: 7,500 gp, 600 XP, 15 days.

Skin of Power Damping

Price (Item Level): 10,000 gp (12th)
Body Slot: —
Caster Level: 11th
Aura: Moderate; (DC 20) abjuration
Activation: Immediate (mental)
Weight: 2 lb.

Your body has a faint blue cast while you wear this translucent skin.

This skin provides no benefits while worn unless it is activated. When it is activated, all numeric effects of any spell, spell-like ability, power, or psi-like ability that affects you (whether harmful or beneficial) are minimized for you (but not for any other creatures affected by the spell, power, or ability) for 1 round.

Illus. by H. Hudson

For example, if you were struck by a *lightning bolt* from a 5th-level wizard, you would take only 5 points of damage (or 2 points if you successfully save).

A *skin of power damping* functions three times per day. At the end of its duration, it falls dormant until the following dawn.

Prerequisites: Craft Wondrous Item, *antimagic field* or *damp power* (CP 82).

Cost to Create: 5,000 gp, 400 XP, 10 days.

Skin of the Psion

Price (Item Level): 90,000 gp (20th)
Body Slot: —
Caster Level: 13th
Aura: Strong; (DC 21) abjuration
Activation: —
Weight: 2 lb.

This psychoactive skin glows pale blue with power when active.

This skin grants you 7 additional power points per day and spell resistance 21.

Prerequisites: Craft Wondrous Item, *spell resistance* or *power resistance* (EPH 124).

Cost to Create: 45,000 gp, 3,600 XP, 90 days.

Skin of the Spider

Price (Item Level): 40,000 gp (17th)
Body Slot: —
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: — and standard (mental)
Weight: 2 lb.

This midnight-blue skin is highlighted with a red spiderweb pattern and large black-rimmed white eyes.

This skin grants you a +10 competence bonus on Climb checks. The skin also automatically adjusts your body's equilibrium to correspond with any solid or liquid upon which you stand. This allows you to move (but not run) across water, quicksand, or even a spider's web at your normal speed. These are continuous effects and require no activation.

Three times per day, you can fire a glob of goo at a Medium or smaller target within 30 feet as a ranged touch attack. If successful, the target is entangled for 5 rounds (Strength DC 20 or Escape Artist DC 20 to escape).

Prerequisites: Craft Wondrous Item, *water walk* or *body equilibrium* (EPH 124), *web* or *entangling ectoplasm* (EPH 104), Climb 10 ranks.

Cost to Create: 20,000 gp, 1,600 XP, 40 days.

Skin of the Troll

Price (Item Level): 61,000 gp (18th)
Body Slot: —
Caster Level: 17th
Aura: Strong; (DC 23) conjuration
Activation: —
Weight: 2 lb.

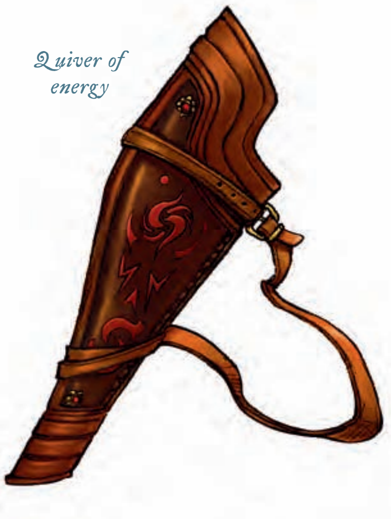
Your body appears rough, cracked, and covered with blemishes as long as you wear this skin.

This skin heals you of 5 points of damage per minute. This benefit is not effective against damage from starvation, thirst, or suffocation. The skin also regrows lost portions of your body and allows you to reattach severed limbs.

If you don't have a Constitution score, a *skin of the troll* has no effect on you.

Prerequisites: Craft Wondrous Item, *regenerate* or *true metabolism* (EPH 124).

Cost to Create: 30,500 gp, 2,440 XP, 61 days.



Quiver of energy

Illus. by J. Zhang

QUIVER OF ENERGY

Price (Item Level): 15,000 gp (14th)
Body Slot: —
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: —
Weight: 1 lb. (3 lb. when full)

Constructed of supple leather, this quiver is festooned with arcane symbols.

A *quiver of energy* can hold up to 20 arrows or bolts. Each quiver imbues arrows or bolts drawn from it with a particular type of energy (acid, cold, electricity, or fire), indicated by the arcane symbols it bears. Such projectiles, if left within the quiver for at least 1 round before being drawn, deal an extra 1d6 points of the appropriate type of damage.

The projectile loses this extra damage after it is used in an attack, or 1 round after it is drawn (whichever comes first).

Prerequisites: Craft Wondrous Item, *energy missile* (CP 88) or the appropriate spell from the following: *lightning bolt, ice storm, fireball,* or *Melf's acid arrow.*

Cost to Create: 7,500 gp, 600 XP, 15 days.

RADIANT SPHERE

Price (Item Level): 3,500 gp (8th)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) evocation
Activation: See text
Weight: 1 lb.

This bright yellow crystal globe feels faintly warm to the touch.

These spheres are prized possessions of priests who worship a god of sun or light. As long as at least 1 charge remains (see below), a *radiant sphere* continuously sheds bright illumination in a 20-foot radius and shadowy illumination out to 20 feet beyond that. This effect requires no activation.

A *radiant sphere* has 3 charges, which are renewed each day at dawn. Spending 1 or more charges as a standard (command) action creates a ray of pure light that extends up to 60 feet. The ray requires a successful ranged touch attack.

1 charge: The ray deals 4d6 points of damage to any undead creature it hits.

2 charges: The ray deals 6d6 points of damage to any undead creature it hits.

3 charges: The ray deals 6d6 points of damage to any undead creature it hits, as well as 2d6 points of damage to each undead creature within 10 feet of the target (no save).

While holding a sphere, you can recharge it by expending a daily use of your turn undead ability or sacrificing a spell with the light descriptor. This is a full-round (manipulation) action. Each expended spell or turn undead attempt adds 1 charge to the sphere, up to its maximum of 3 charges.

Prerequisites: Craft Wondrous Item, *daylight, searing light,* turn undead.

Cost to Create: 1,750 gp, 140 XP, 4 days.

REPLENISHING SKIN

Price (Item Level): 1,000 gp (4th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: —
Weight: 4 lb.

This waterskin looks to be made from the hide of a lizard or toad. It is moist to the touch, as if the skin were still alive.

Whenever a *replenishing skin* becomes empty, it slowly refills with cool, pure water over a period of 1d4 hours.

Prerequisites: Craft Wondrous Item, *create water.*

Cost to Create: 500 gp, 40 XP, 1 day.

RHINO ELIXIR

Price (Item Level): 1,600 gp (5th)
Body Slot: —
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Standard (manipulation)
Weight: —

This vial holds a light gray liquid. Curling layers of lighter and darker colors within it give the impression of wrinkles and folds.

Drinking *rhino elixir* causes your skin to thicken and turn gray, granting you a +3 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0.) In addition, you gain a +1 bonus on melee damage rolls. These effects last for 12 hours.

Prerequisites: Craft Wondrous Item, *alter self,* Craft (alchemy) 5 ranks.

Cost to Create: 800 gp, 64 XP, 2 days.

ROD OF BODILY RESTORATION

Price (Item Level): 3,100 gp (8th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Standard (command and manipulation)
Weight: 4 lb.

Dawn motifs are worked into this leather-wrapped rod.

A *rod of bodily restoration* allows you to heal physical ability damage. To use the rod, you must touch the target to be affected (or merely hold the rod, if affecting yourself). The rod has 3 charges, which are renewed each day at dawn. Spending 1 or more charges heals damage to one or more of the target's physical ability scores.

1 charge: Heal 4 points of Str, Dex, or Con damage (your choice), or 2 points of damage to all three ability scores.

2 charges: Heal 6 points of Str, Dex, or Con damage (your choice), or 3 points of damage to all three ability scores.

3 charges: Heal 8 points of Str, Dex, or Con damage (your choice), or 4 points of damage to all three ability scores.

Prerequisites: Craft Rod, *lesser restoration.*

Cost to Create: 1,550 gp, 124 XP, 4 days.

ROD OF ESCAPE

Price (Item Level): 3,500 gp (8th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Standard (command)
Weight: 2 lb.

Fragile in appearance, this rod is shaped like a long thin ladder.

A rod of escape allows you to use *jump* and *knock* (as the spells) each two times per day. Also, once per day you can create a 5-foot-radius spherical ward that repels open water or other nonmagical water-based liquids (but not creatures), allowing you to cross shallow rivers or fully enter deep bodies of water and remain dry. The rod generates fresh air within this space, so no chance of suffocation exists. This effect lasts for 10 minutes.

Prerequisites: Craft Rod, *control water, jump, knock.*

Cost to Create: 1,750 gp, 70 XP, 4 days.

ROD OF FORCE

Price (Item Level): 60,000 gp (18th)
Body Slot: — (held)
Caster Level: 13th
Aura: Strong; (DC 21) evocation
Activation: See text
Weight: 1 lb.

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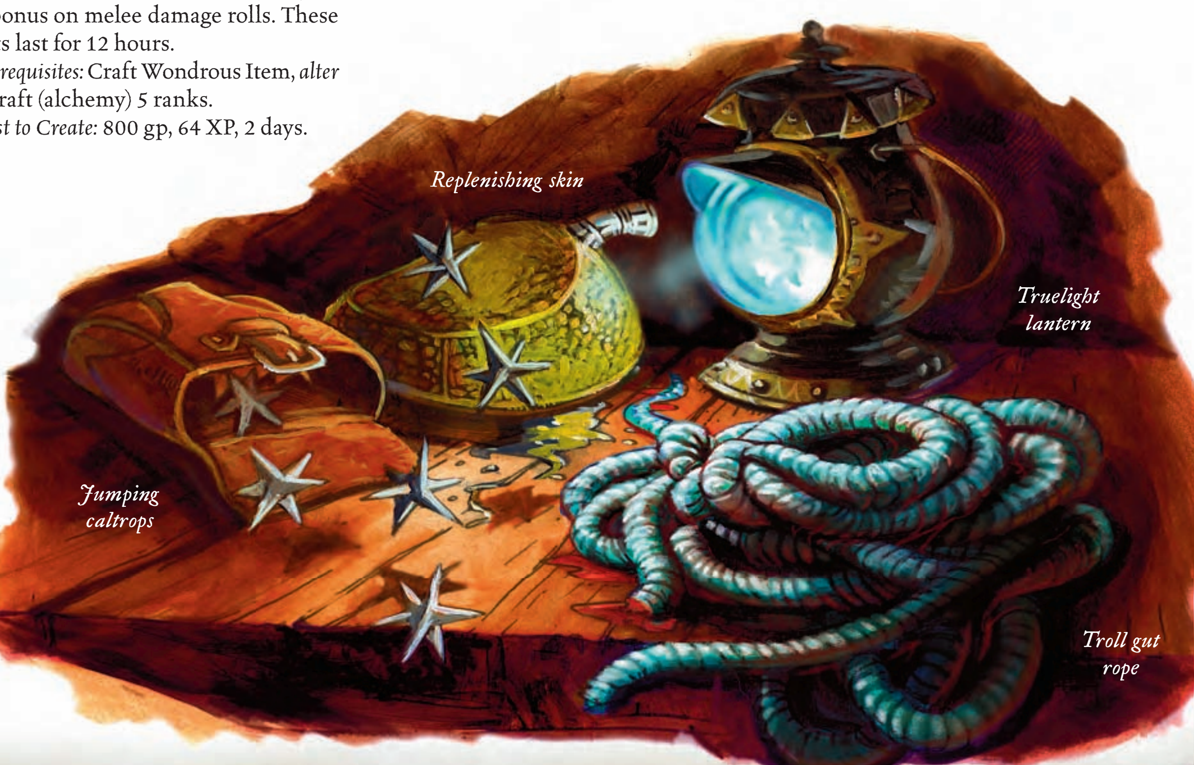
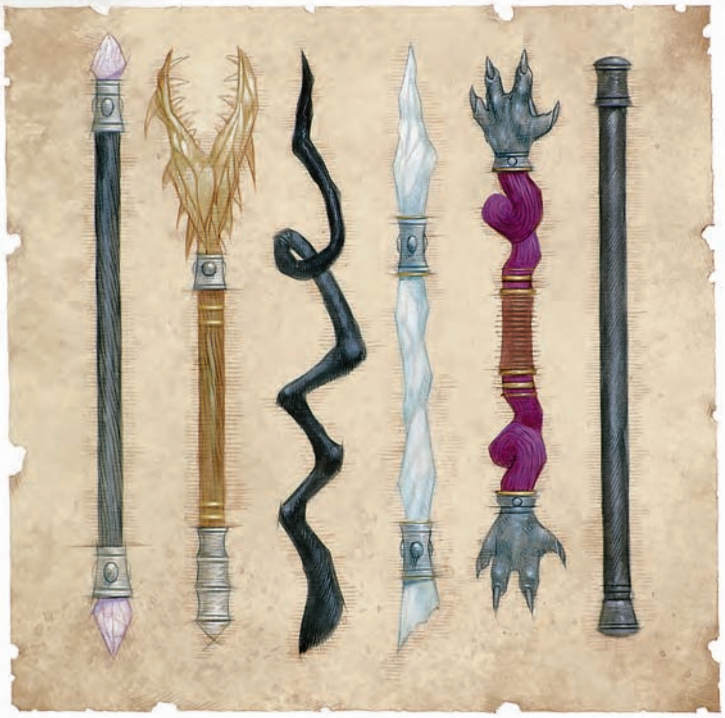




Conduit rod *Flesheater* *Harrow rod* *Rod of frost* *Magic siphon* *Rod of force*

Illus. by W. England

This black iron rod is 18 inches long and a half inch wide. It hums with suppressed power.

A *rod of force* can be used five times per day. Each time you activate this rod, you can choose to create one of the following effects.

Blade of Force: Upon command, a 3-foot-long glowing blade of force springs forth from the rod. This "blade" can be used as a *+1 brilliant energy longsword* and lasts for 10 rounds. Activating this power is a swift (command) action.

Blast of Force: Upon command, a ray of force projects from the rod out to a maximum distance of 100 feet. This ranged touch attack deals 10d6 points of damage. Activating this power is a standard (command) action.

Wall of Force: This effect functions as the spell. Activating this power is a standard (command) action.

Prerequisites: Craft Rod, *magic missile*, *Mordenkainen's sword*, *wall of force*.

Cost to Create: 30,000 gp, 2,400 XP, 60 days.

ROD OF FROST

Price (Item Level): 1,400 gp (5th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: Standard (command)
Weight: 5 lb.

This 2-foot-long rod of steel-hard, ice-blue glass is bound with iron bands.

A *rod of frost* emits a beam of cold that can create a variety of effects.

Three times per day, you can fire a 30-foot line of frost from the rod. The line of frost deals 2d6 points of cold damage to all creatures in the area (Reflex DC 14 half). Natural fires in the area of the line are automatically extinguished, and open water in the area of the line freezes to a depth of 1 foot—thick enough for a Large creature to walk upon safely. The ice melts normally.

Prerequisites: Craft Rod, *ray of frost*.

Cost to Create: 700 gp, 56 XP, 2 days.

ROD OF FUMBLING

Price (Item Level): 2,300 gp (6th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) enchantment
Activation: Swift (command)
Weight: —

A spiral groove runs the length of this 3-foot-long, gray lacquered wooden rod.

A *rod of fumbling* instills sudden clumsiness in a nearby creature. When you activate the rod, a chosen creature within 30 feet must immediately drop all items it holds (without waiting until its turn). A successful DC 15 Will save negates the effect. This is an enchantment (compulsion), mind-affecting ability.

A *rod of fumbling* functions two times per day.

Prerequisites: Craft Rod, *command*.

Cost to Create: 1,150 gp, 92 XP, 3 days.

ROD OF GRIEVOUS WOUNDS

Price (Item Level): 2,000 gp (6th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) necromancy
Activation: Standard (command)
Weight: 3 lb.

Every inch of this long, stark white ivory scepter is adorned with abstract carvings. The tiny lines of the engraved symbols twist and twine together to form one complete and complex design.

When activated, a *rod of grievous wounds* deals 1d8+5 points of damage to each creature adjacent to you that has fewer than its full normal hit points.

A *rod of grievous wounds* functions five times per day.

Prerequisites: Craft Rod, *mass inflict light wounds*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

ROD OF REVERSAL [RELIC]

Price (Item Level): 10,000 gp (12th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) abjuration
Activation: Standard (command) and —
Weight: 5 lb.

This steel rod looks like a length of thick chain, but its links are fixed in place, preventing it from bending even slightly.

Though they were created for arcane spellcasters who engaged in frequent magical duels, these rods are also a boon to anyone who battles spellcasters. When you wield a *rod of reversal*, you can command it to automatically reflect the next three levels of spells that target you, as if you were under a lesser version of a *spell turning* spell, provided that you are neutral, neutral good, neutral evil, chaotic neutral, or lawful neutral. This ability functions three times per day.

Turning a spell changes the rod's color, depending on the school of the spell turned, as given on the following table.

School	Color
Abjuration	Blue
Conjuration	Yellow
Divination	Indigo
Enchantment	Green
Evocation	Red
Illusion	Violet
Necromancy	Black
Transmutation	Orange

Relic Power: If you have established the proper divine connection, a *rod of reversal* instead reflects the next nine levels of spells cast at you when it is activated. It also continuously grants you the Improved Counterspell feat.

To use the relic power, you must worship Boccob and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Lore: These rods were originally created by an elite group of wizards with a penchant for magical dueling. In the centuries since, they have come into the possession of mage hunters as well as magical duelists (Knowledge [religion] DC 20).

Prerequisites: Craft Rod, Sanctify Relic, *spell turning*.

Cost to Create: 5,000 gp, 400 XP, 10 days.

ROD OF SILENCE

Price (Item Level): 4,000 gp (8th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: — and standard (command)
Weight: 2 lb.

This 4-foot-long rod of black metal bears the impression of a single cat's paw at one rounded end.

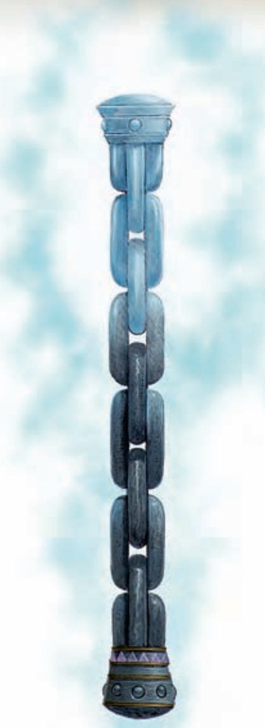
While holding this rod, you gain a +4 bonus on saving throws against effects that have the sonic descriptor or that deal sonic damage.

Once per day, you can surround yourself with a field of silence, which functions as a *silence* spell except it affects only you and can be dismissed as a free (mental) action on your turn.

The rod can also create a *shout* effect once per day, although this ability cannot be used while the *silence* effect is in operation.

Prerequisites: Craft Rod, *shout*, *silence*, *resistance*.

Cost to Create: 2,000 gp, 160 XP, 4 days.



Rod of reversal

ROD OF SLIDING

Price (Item Level): 1,400 gp (5th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Standard (command)
Weight: 3 lb.

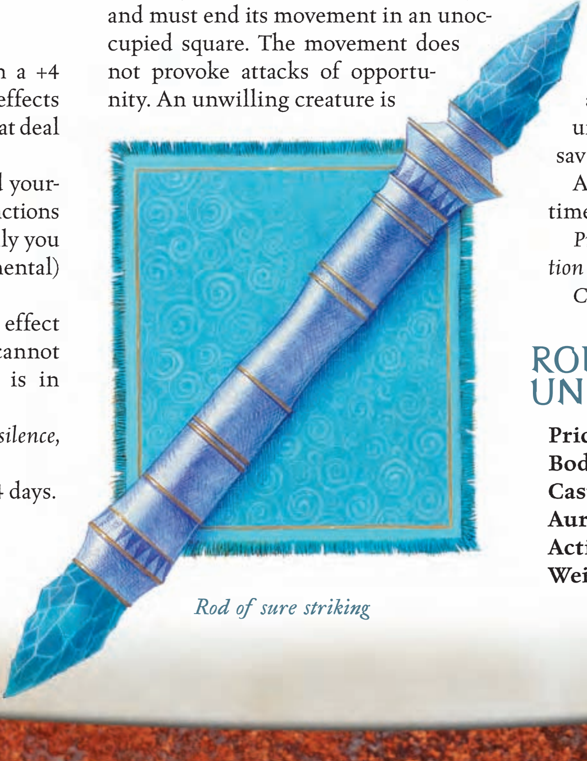
Small magnets are set into the ends of this iron rod.

When activated, this rod can either push a targeted creature 5 feet farther away from you or pull it 5 feet closer to you. The target must be within 30 feet of you and must end its movement in an unoccupied square. The movement does not provoke attacks of opportunity. An unwilling creature is entitled to a DC 11 Will saving throw to negate the effect.

A *rod of sliding* functions three times per day.

Prerequisites: Craft Rod, *slide* (*SC* 191).

Cost to Create: 700 gp, 56 XP, 2 days.



Rod of sure striking

ROD OF SURE STRIKING

Price (Item Level): 4,000 gp (8th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) divination
Activation: Standard (command)
Weight: 3 lb.

A pale blue crystal adorns each end of this silvery rod.

When you activate a *rod of sure striking*, every ally adjacent to you gains a +5 insight bonus on its next attack roll, provided that the attack occurs before the beginning of your next turn.

A *rod of sure striking* functions three times per day.

Prerequisites: Craft Rod, *true strike*.

Cost to Create: 2,000 gp, 160 XP, 4 days.

Illus. by W. England

ROD OF TRANSPOSITION

Price (Item Level): 6,000 gp (10th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Standard (command)
Weight: 3 lb.

Small bolts of lightning arc from one end of this engraved copper rod to the other.

When you activate a *rod of transposition*, you exchange positions with another creature within 30 feet. An unwilling creature gets a DC 13 Will saving throw to negate this effect.

A *rod of transposition* functions three times per day.

Prerequisites: Craft Rod, *baleful transposition* (*SC* 23).

Cost to Create: 3,000 gp, 240 XP, 6 days.

ROD OF UNDEAD MASTERY

Price (Item Level): 10,000 gp (12th)
Body Slot: — (held)
Caster Level: 10th
Aura: Moderate; (DC 20) evocation
Activation: —
Weight: 3 lb.

This metal rod is fashioned to resemble a stack of miniature skulls.

While holding a *rod of undead mastery*, you can control twice as many Hit Dice of undead as you normally could. For instance, if you can normally control 12 HD of undead, you can control 24 HD of undead while holding the rod.

Prerequisites: Craft Rod, *desecrate*.

Cost to Create: 5,000 gp, 400 XP, 10 days.

ROD OF VISCID GLOBS

Price (Item Level): 2,000 gp (6th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Standard (command)
Weight: 2 lb.

An ooze of amber fluid leaks from this strangely sappy mahogany rod. The rod's surface is carved with tumorous bumps and weeping cysts.

A *rod of viscid globs* fires a sphere of sticky material that acts like a tanglefoot bag. The rod can fire a glob up to 100 feet, and a glob acts as a splash weapon.

A *rod of viscid globs* can be used three times per day.

Prerequisites: Craft Rod, *entangle*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

ROPE OF CLIMBING, SUPERIOR

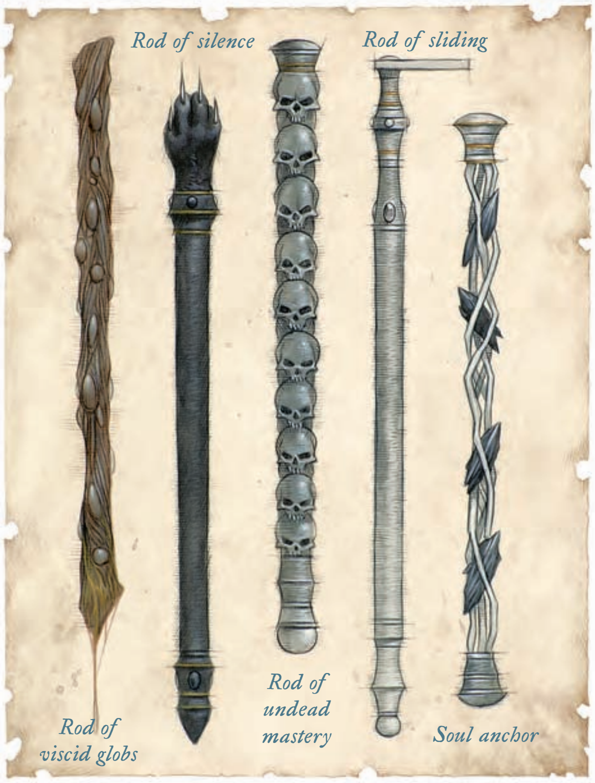
Price (Item Level): 5,500 gp (10th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Standard (command)
Weight: 3 lb.

This thick length of knotted rope is slightly sticky to the touch.

This item functions like a *rope of climbing* (DMG 266), except that it also grants a +5 circumstance bonus on Climb checks made to ascend it.

Prerequisites: Craft Wondrous Item, *animate rope*.

Cost to Create: 2,750 gp, 220 XP, 6 days.



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ROPE OF STONE

Price (Item Level): 800 gp (3rd)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: 5 lb.

This 50-foot coil of silk rope has a silvery sheen.

This silk rope becomes as hard as stone (hardness 8, 15 hp) when you speak the command word (but remains just as climbable as normal). A second command word returns the rope to its normal composition. The rope retains its exact shape when hardened (which adds 5 to the DC of Escape Artist checks made to slip free of it). If the rope is ever broken in either form, it is destroyed.

Prerequisites: Craft Wondrous Item, *stone shape*.

Cost to Create: 400 gp, 32 XP, 1 day.

RUNESTAFF OF ABJURATION

Price (Item Level): 32,000 gp (16th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) abjuration
Activation: As spell used
Weight: 4 lb.

This roughly carved staff is made from the heartwood of an ancient tree.

A *runestaff of abjuration* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *dismissal*
- *dispel magic*
- *lesser globe of invulnerability*
- *repulsion*
- *resist energy*
- *shield*

Prerequisites: Craft Staff, *dismissal, dispel magic, lesser globe of invulnerability, repulsion, resist energy, shield*.

Cost to Create: 16,000 gp, 1,280 XP, 32 days.

RUNESTAFF OF THE ARCHITECT

Price (Item Level): 30,000 gp (16th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: As spell used
Weight: 5 lb.

This staff is made of oak shod with iron.

A *runestaff of the architect* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *move earth*
- *stone shape*
- *wall of stone*
- *wood shape*

Prerequisites: Craft Staff, *move earth, stone shape, wall of stone, wood shape*.

Cost to Create: 15,000 gp, 1,200 XP, 30 days.

RUNESTAFF OF THE ARTISAN

Price (Item Level): 23,000 gp (15th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) conjuration, transmutation
Activation: As spell used
Weight: 5 lb.

This extremely well-crafted staff is gilded in gold. It bears a small rune of a hand at the center of its length.

A *runestaff of the artisan* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *fabricate*
- *major creation*
- *mending*
- *minor creation*

Prerequisites: Craft Staff, *fabricate, major creation, mending, minor creation*

Cost to Create: 11,500 gp, 920 XP, 23 days.

RUNESTAFF OF THE ASSASSIN

Price (Item Level): 10,000 gp (12th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) illusion
Activation: As spell used
Weight: 3 lb.

This simple, slim staff is only 4 feet long. It is fastened to a leather strap to make it easy to sling over your shoulder. It bears a small rune of a dagger on one end.

A *runestaff of the assassin* allows you to cast any of the following spells (each two times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *greater invisibility*
- *obscuring mist*
- *pass without trace*
- *poison*

Prerequisites: Craft Staff, *greater invisibility, obscuring mist, pass without trace, poison.*

Cost to Create: 5,000 gp, 400 XP, 10 days.

RUNESTAFF OF CACOPHONY

Price (Item Level): 26,000 gp (16th)
Body Slot: — (held)
Caster Level: 16th
Aura: Strong; (DC 23) evocation
Activation: As spell used
Weight: 3 lb.

This thin, iron staff is forked at one end. A rune depicting a warped musical note is inscribed below the fork.

A *runestaff of cacophony* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *shout*
- *shout, greater*
- *sound burst*
- *sympathetic vibration*

Prerequisites: Craft Staff, *greater shout, shout, sound burst, sympathetic vibration.*

Cost to Create: 13,000 gp, 1,040 XP, 26 days.

RUNESTAFF OF CHARMING

Price (Item Level): 8,000 gp (11th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) enchantment
Activation: As spell used
Weight: 4 lb.

This twisting and ornately carved staff is shaped from brightly colored tropical wood.

A *runestaff of charming* allows you to cast either of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *charm monster*
- *charm person*

Prerequisites: Craft Staff, *charm monster, charm person.*

Cost to Create: 4,000 gp, 320 XP, 8 days.

RUNESTAFF OF CONJURATION

Price (Item Level): 25,000 gp (15th)
Body Slot: — (held)
Caster Level: 13th
Aura: Strong; (DC 21) conjuration
Activation: As spell used
Weight: 4 lb.

This ash staff bears a number of ornate runes depicting animals.

A *runestaff of conjuration* allows you to cast any of the following spells (each two times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *cloudkill*
- *minor creation*
- *stinking cloud*
- *summon monster VI*
- *summon swarm*
- *unseen servant*

Prerequisites: Craft Staff, *cloudkill, minor creation, stinking cloud, summon monster VI, summon swarm, unseen servant.*

Cost to Create: 12,500 gp, 1,000 XP, 25 days.

RUNESTAFF OF DESTRUCTION

Price (Item Level): 27,000 gp (16th)
Body Slot: — (held)
Caster Level: 15th
Aura: Strong; (DC 22) evocation
Activation: As spell used
Weight: 3 lb.

This staff is very long and made of marble. Despite appearances, it is extremely light. It bears a small rune of a shattered mask on the top end.

A *runestaff of destruction* allows you to cast any of the following spells (each once per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *disintegrate*
- *earthquake*
- *shatter*

Prerequisites: Craft Staff, *disintegrate, earthquake, shatter.*

Cost to Create: 13,500 gp, 1080 XP, 27 days.

RUNESTAFF OF DIVINATION

Price (Item Level): 21,000 gp (15th)
Body Slot: — (held)
Caster Level: 13th
Aura: Strong; (DC 21) divination
Activation: As spell used
Weight: 2 lb.

This forked staff is made of supple willow. A rune of an eye sits below the fork.

A *runestaff of divination* allows you to cast any of the following spells (each two times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *detect secret doors*
- *locate creature*
- *locate object*
- *prying eyes*
- *tongues*
- *true seeing*

Prerequisites: Craft Staff, *detect secret doors, locate creature, locate object, prying eyes, tongues, true seeing.*

Cost to Create: 10,500 gp, 840 XP, 21 days.

RUNESTAFF OF EARTH AND STONE

Price (Item Level): 24,000 gp (15th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: As spell used
Weight: 4 lb.

This short staff is carved of almost unbreakable gray stone, tipped on one end with a fist-sized emerald that gleams with smoldering power.

A *runestaff of earth and stone* allows you to cast either of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *move earth*
- *passwall*

Prerequisites: Craft Staff, *move earth, passwall.*

Cost to Create: 12,000 gp, 960 XP, 24 days.

RUNESTAFF OF ENCHANTMENT

Price (Item Level): 32,000 gp (16th)
Body Slot: — (held)
Caster Level: 13th
Aura: Strong; (DC 21) enchantment
Activation: As spell used
Weight: 3 lb.

This applewood staff is capped with a clear zircon crystal. It has a small rune depicting clasped hands.

A *runestaff of enchantment* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *crushing despair*
- *mass suggestion*
- *mind fog*
- *sleep*
- *suggestion*
- *Tasha's hideous laughter*

Prerequisites: Craft Staff, *crushing despair, mass suggestion, mind fog, sleep, suggestion, Tasha's hideous laughter.*

Cost to Create: 16,000 gp, 1,280 XP, 32 days.

RUNESTAFF OF ENTRAPMENT

Price (Item Level): 12,000 gp (13th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) abjuration, evocation
Activation: As spell used
Weight: 4 lb.

This 4-foot-long staff of brass is covered in ancient carvings.

A *runestaff of entrapment* allows you to cast either of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *dimensional anchor*
- *Otiluke's resilient sphere*

Prerequisites: Craft Staff, *dimensional anchor, Otiluke's resilient sphere.*

Cost to Create: 6,000 gp, 480 XP, 12 days.

RUNESTAFF OF ETHEREAL ACTION

Price (Item Level): 31,300 gp (16th)
Body Slot: — (held)
Caster Level: 14th
Aura: Strong; (DC 22) transmutation
Activation: As spell used
Weight: 4 lb.

This long staff is made of white wood and adorned with three silver bands.

A *runestaff of ethereal action* is a *+1/masterwork ghost touch quarterstaff* that also allows you to cast either of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *blink*
- *ethereal jaunt*

Prerequisites: Craft Magic Arms and Armor, Craft Staff, *blink, ethereal jaunt.*

Cost to Create: 15,500 gp (plus 300 gp for masterwork quarterstaff), 1,240 XP, 31 days.

RUNESTAFF OF EVOCATION

Price (Item Level): 25,000 gp (15th)
Body Slot: — (held)
Caster Level: 13th
Aura: Strong; (DC 21) evocation
Activation: As spell used
Weight: 3 lb.

This smooth, yew staff has a rune of an arrow halfway down its length.

A *runestaff of evocation* allows you to cast any of the following spells (each two times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *chain lightning*
- *fireball*
- *ice storm*
- *magic missile*
- *shatter*
- *wall of force*

Prerequisites: Craft Staff, *chain lightning, fireball, ice storm, magic missile, shatter, wall of fire.*

Cost to Create: 12,500 gp, 1,000 XP, 25 days.

RUNESTAFF OF EYES

Price (Item Level): 11,000 gp (13th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) divination
Activation: As spell used
Weight: 4 lb.

This spiraling staff is covered with silver inlay and topped with a large piece of amber.

A *runestaff of eyes* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *arcane eye*
- *remove blindness/deafness*
- *see invisibility*

Prerequisites: Craft Staff, *arcane eye, remove blindness/deafness, see invisibility.*

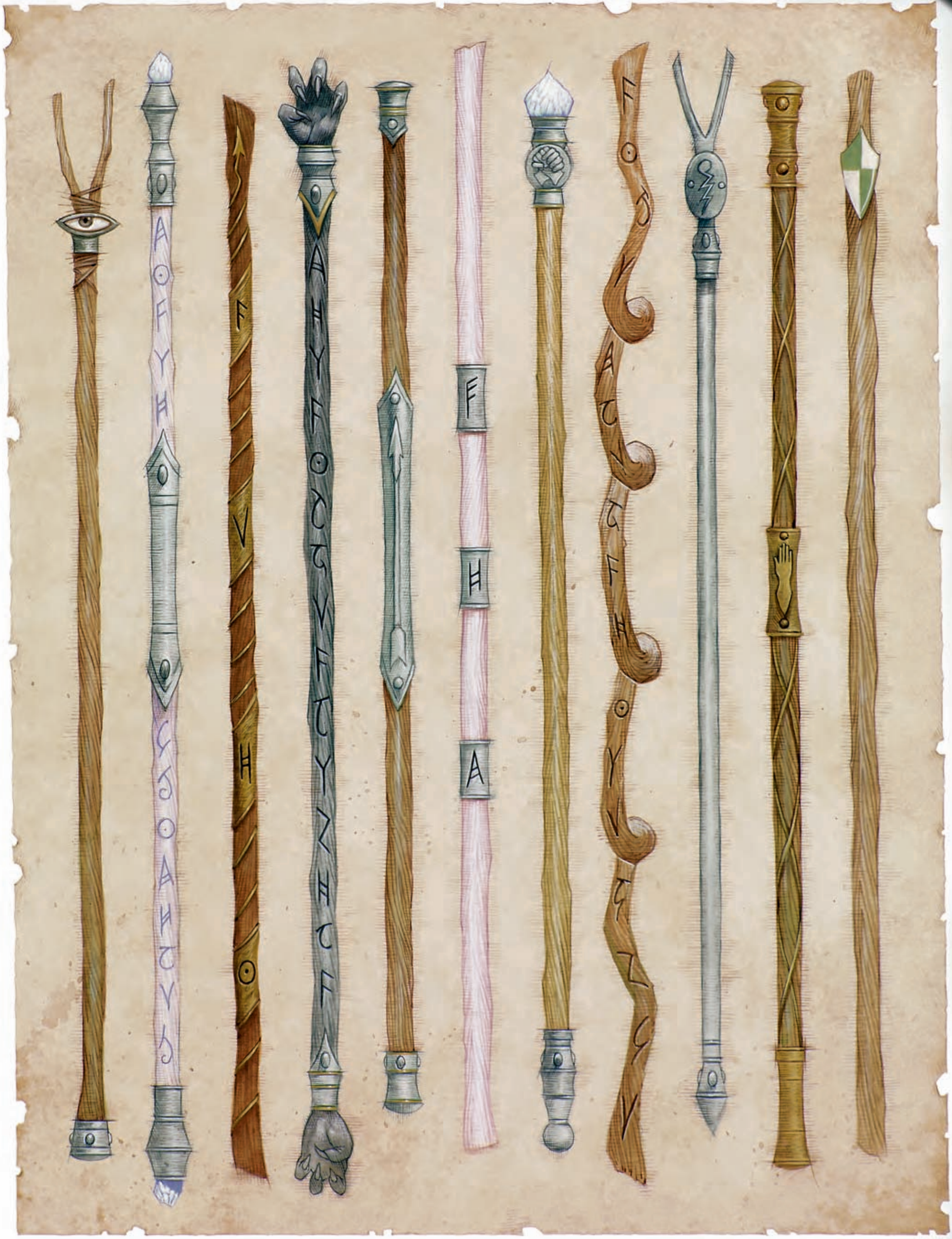
Cost to Create: 5,500 gp, 440 XP, 11 days.

RUNESTAFF OF FIENDISH DARKNESS

Price (Item Level): 48,000 gp (17th)
Body Slot: — (held)
Caster Level: 18th
Aura: Strong; (DC 24) conjuration
Activation: As spell used
Weight: 4 lb.

This staff is made of polished ebony topped with a tarnished iron claw at either end.

A *runestaff of fiendish darkness* bestows one negative level on any good-aligned creature as long as it carries or holds the runestaff. The negative level never results in actual level loss, but cannot be over-



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Runestaffs, left to right: divination, frost, fire, fiendish darkness, evocation, ethereal action, enchantment, charming, cacophony, the artisan, abjuration come in any way (including *restoration* spells) while the runestaff is held.

This staff allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *animate dead*
- *darkness*
- *dispel magic*
- *summon monster IX* (nightmare only)

Prerequisites: Craft Staff, *animate dead, darkness, dispel magic, summon monster IX,* evil alignment.

Cost to Create: 24,000 gp, 1,920 XP, 48 days.

RUNESTAFF OF FIRE

Price (Item Level): 8,400 gp (12th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) evocation
Activation: As spell used
Weight: 4 lb.

This staff is crafted from bronzewood with rune-scribed brass bindings.

A *runestaff of fire* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *burning hands*
- *fireball*
- *wall of fire*

Prerequisites: Craft Staff, *burning hands, fireball, wall of fire.*

Cost to Create: 4,200 gp, 336 XP, 9 days.

RUNESTAFF OF FORCED HAPPINESS

Price (Item Level): 18,000 gp (14th)
Body Slot: — (held)
Caster Level: 16th
Aura: Strong; (DC 23) enchantment
Activation: As spell used
Weight: 3 lb.

This smooth alabaster staff feels hollow, but doesn't seem fragile or easily chipped.

A *runestaff of forced happiness* allows you to cast any of the following spells (each two times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *celebration* (SC 44)
- *Otto's irresistible dance*
- *Tasha's hideous laughter*

Prerequisites: Craft Staff, *celebration, Otto's irresistible dance, Tasha's hideous laughter.*

Cost to Create: 9,000 gp, 720 XP, 18 days.

RUNESTAFF OF FROST

Price (Item Level): 20,000 gp (15th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) evocation
Activation: As spell used
Weight: 4 lb.

This rune-covered staff is made from white wood and silver, and is tipped at each end with a glittering diamond.

A *runestaff of frost* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *cone of cold*
- *ice storm*
- *wall of ice*

Prerequisites: Craft Staff, *cone of cold, ice storm, wall of ice.*

Cost to Create: 10,000 gp, 800 XP, 20 days.

RUNESTAFF OF ILLUMINATION

Price (Item Level): 34,500 gp (16th)
Body Slot: — (held)
Caster Level: 15th
Aura: Strong; (DC 22) evocation
Activation: As spell used
Weight: 3 lb.

This slim silver staff features a rune of a sunburst. It seems to reflect light as if it were a polished mirror that never tarnishes.

A *runestaff of illumination* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *dancing lights*
- *daylight*
- *flare*
- *sunburst*

Prerequisites: Craft Staff, *dancing lights, daylight, flare, sunburst.*

Cost to Create: 17,250 gp, 1,380 XP, 35 days.

RUNESTAFF OF ILLUSION

Price (Item Level): 19,000 gp (15th)
Body Slot: — (held)
Caster Level: 13th
Aura: Strong; (DC 21) illusion
Activation: As spell used
Weight: 3 lb.

This twisted ebony staff has a rune of a half-mask near one end.

A *runestaff of illusion* allows you to cast any of the following spells (each once per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *disguise self*
- *major image*
- *mirror image*
- *mislead*
- *persistent image*
- *rainbow pattern*

Prerequisites: Craft Staff, *disguise self, major image, mirror image, mislead, persistent image, rainbow pattern.*

Cost to Create: 9,500 gp, 760 XP, 19 days.

RUNESTAFF OF INSANITY

Price (Item Level): 46,000 gp (17th)
Body Slot: — (held)
Caster Level: 17th
Aura: Strong; (DC 23) illusion
Activation: As spell used
Weight: 5 lb.

This staff is formed from wildly twisting rods of solid iron. It bears numerous runes depicting cracked, warped, human skulls.

A *runestaff of insanity* allows you to cast any of the following spells (each two times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *confusion*
- *insanity*
- *lesser confusion*
- *weird*

Prerequisites: Craft Staff, *confusion, insanity, lesser confusion, weird.*

Cost to Create: 23,000 gp, 1,840 XP, 46 days.

RUNESTAFF OF NECROMANCY

Price (Item Level): 32,000 gp (16th)
Body Slot: — (held)
Caster Level: 12th

Aura: Strong; (DC 21) necromancy
Activation: As spell used
Weight: 4 lb.

Made of ebony and carved with images of bones and skulls, this staff is fitted at each end with a small ivory skull.

A *runestaff of necromancy* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *cause fear*
- *circle of death*
- *enervation*
- *ghoul touch*
- *halt undead*
- *waves of fatigue*

Prerequisites: Craft Staff, *cause fear, circle of death, enervation, ghoul touch, halt undead, waves of fatigue.*

Cost to Create: 16,000 gp, 1,280 XP, 32 days.

RUNESTAFF OF NIGHT

Price (Item Level): 14,000 gp (14th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) conjuration
Activation: As spell used
Weight: 4 lb.

Black onyx end caps adorn this ebony staff, which is carved with runes of darkness, night, and stars, as well as a rune that resembles an umber hulk.

A *runestaff of night* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *darkness* (can counter or dispel any light spell, regardless of level)
- *darkvison*
- *low-light vision*

This runestaff also allows you to cast the following spell once per day by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *summon monster VI* (summons one fiendish umber hulk only)

Prerequisites: Craft Staff, *darkness, darkvison, low-light vision* (SC 134), *summon monster VI.*

Cost to Create: 7,000 gp, 560 XP, 14 days.

RUNESTAFF OF OPENING

Price (Item Level): 15,000 gp (14th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: As spell used
Weight: 4 lb.

This wooden staff is carved with the images of doors, many of which have embossed iron bindings and miniature—nonfunctional—keyholes.

A *runestaff of opening* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *knock*
- *open/close*
- *passwall*
- *shatter*

Prerequisites: Craft Staff, *knock, open/close, passwall, shatter.*

Cost to Create: 7,500 gp, 600 XP, 15 days.

RUNESTAFF OF PASSAGE

Price (Item Level): 75,000 gp (19th)
Body Slot: — (held)
Caster Level: 18th
Aura: Strong; (DC 24) necromancy
Activation: As spell used
Weight: 4 lb.

Alternating sections of glass and mirror-polished steel comprise this slender staff.

A *runestaff of passage* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *astral projection*
- *dimension door*
- *greater teleport*
- *passwall*
- *phase door*

Prerequisites: Craft Staff, *astral projection, dimension door, greater teleport, passwall, phase door.*

Cost to Create: 37,500 gp, 3,000 XP, 75 days.

RUNESTAFF OF POWER

Price (Item Level): 38,300 gp (17th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) abjuration
Activation: As spell used and swift (mental); see text
Weight: 4 lb.

At the top of this smooth, jet-black staff is a single glistening gem. Several arcane runes have been etched into the crystal.

A *runestaff of power* allows you to cast any of the following spells (each once per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *cone of cold*
- *continual flame*
- *fireball*
- *globe of invulnerability*
- *hold monster*
- *levitate*
- *lightning bolt*
- *magic missile*
- *ray of enfeeblement*
- *wall of force* (in a 5-foot-radius hemisphere around the wielder only)

In addition, a *runestaff of power* functions as a *+2/masterwork quarterstaff* and grants you a +2 luck bonus to AC and on saves as long as it is held.

As a swift action, you can expend a 1st-level arcane spell or spell slot while holding a *runestaff of power* to activate a smite ability. Until the start of your next turn, all melee attacks made with the *runestaff of power* deal double damage (or triple damage on a critical hit).

If you aren't attuned to a *runestaff of power* (see page 224 for details on attunement), its enhancement bonus remains, but all its other abilities are unavailable to you.

Prerequisites: Craft Magic Arms and Armor, Craft Staff, *cone of cold, continual flame, fireball, globe of invulnerability, hold monster, levitate, lightning bolt, magic missile, ray of enfeeblement, wall of force.*

Cost to Create: 19,000 gp (plus 300 gp for masterwork quarterstaff), 1,520 XP, 39 days.

RUNESTAFF OF SIZE ALTERATION

Price (Item Level): 12,000 gp (13th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: As spell used
Weight: 5 lb.

This sturdy oak staff has a rune of a mouse morphing into an elephant at its tip. The staff is shaped like an hourglass—thick at both ends, but thin in the middle.

A *runestaff of illumination* allows you to cast any of the following spells (each two times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *enlarge person*
- *mass enlarge person*
- *mass reduce person*
- *reduce person*
- *shrink item*

Prerequisites: Craft Staff, *enlarge person, mass enlarge person, mass reduce person, reduce person, shrink item.*

Cost to Create: 6,000 gp, 480 XP, 12 days.

RUNESTAFF OF TIME

Price (Item Level): 35,000 gp (16th)
Body Slot: — (held)
Caster Level: 17th
Aura: Strong; (DC 23) transmutation
Activation: As spell used
Weight: 3 lb.

When you look at this staff, it becomes hard for your eyes to focus, as if the item is constantly blurring and shifting.

A *runestaff of time* allows you to cast any of the following spells (each once per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *expeditious retreat*
- *haste*
- *temporal stasis*
- *time stop*

Prerequisites: Craft Staff, *expeditious retreat, haste, temporal stasis, time stop.*

Cost to Create: 17,500 gp, 1,400 XP, 35 days.

RUNESTAFF OF TRANSMUTATION

Price (Item Level): 25,000 gp (15th)
Body Slot: — (held)
Caster Level: 13th
Aura: Strong; (DC 21) transmutation
Activation: As spell used
Weight: 4 lb.

This petrified wood staff has a rune depicting the symbol for infinity emblazoned over bars of lead and gold.

A *runestaff of transmutation* allows you to cast any of the following spells (each two times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *alter self*
- *baleful polymorph*
- *blink*
- *disintegrate*
- *expeditious retreat*
- *stone shape*

Prerequisites: Craft Staff, *alter self, baleful polymorph, blink, disintegrate, expeditious retreat, stone shape.*

Cost to Create: 12,500 gp, 1,000 XP, 25 days.

RUNESTAFF OF TRANSPORTATION

Price (Item Level): 19,000 gp (15th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: As spell used
Weight: 4 lb.

A hollow coil of wire fashioned in the shape of a staff, it has a mottled brown gemstone at both ends.

A *runestaff of transportation* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *blink*
- *dimension door*
- *teleport*

Prerequisites: Craft Staff, *blink, dimension door, teleport.*

Cost to Create: 9,500 gp, 760 XP, 19 days.

RUNESTAFF OF THE UNDEAD SLAYER

Price (Item Level): 37,000 gp (17th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: As spell used
Weight: 5 lb.

This staff is formed from a solid piece of black marble. It is veined with lines of gold and silver.

A *runestaff of the undead slayer* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *death ward*
- *detect undead*
- *disrupting weapon*
- *searing light*
- *undeath to death*

Prerequisites: Craft Staff, *death ward, detect undead, disrupting weapon, searing light, undeath to death.*

Cost to Create: 18,500 gp, 1,480 XP, 37 days.

RUNESTAFF OF THE UNDYING

Price (Item Level): 16,000 gp (14th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) necromancy
Activation: As spell used
Weight: 5 lb.

This staff is formed from human bones bound together by copper wire. Each bone bears small skull runes.

A *runestaff of the undying* allows you to cast any of the following spells (each two times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *animate dead*
- *create undead*

Prerequisites: Craft Staff, *animate dead, create undead.*

Cost to Create: 8,000 gp, 640 XP, 16 days.

RUNESTAFF OF VISION

Price (Item Level): 16,000 gp (14th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong; (DC 21) divination
Activation: As spell used
Weight: 4 lb.

Cut from bamboo and fitted with white leather straps elegantly inked with runes, this slender staff seems unusually delicate.

A *runestaff of vision* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *darkvision*
- *see invisibility*
- *true seeing*

Prerequisites: Craft Staff, *darkvision, see invisibility, true seeing.*

Cost to Create: 8,000 gp, 640 XP, 16 days.

SACRED SCABBARD

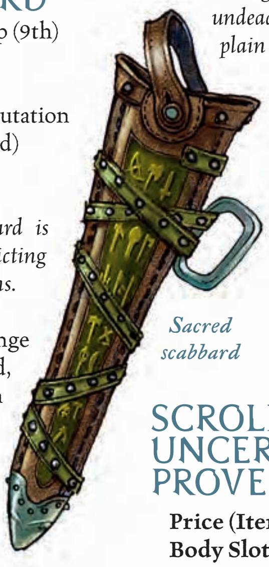
Price (Item Level): 4,400 gp (9th)
Body Slot: —
Caster Level: 4th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: 1 lb.

This hardened leather scabbard is inscribed with pictograms depicting many different kinds of weapons.

A *sacred scabbard* can change shape to fit any dagger, sword, or axe touched to it, even making allowances for double weapons. The scabbard keeps any weapon carried in it clean and sharp. Furthermore, three times per day, you can command it to produce a *bless weapon* effect on the weapon it holds as you draw it. This effect lasts for 10 rounds. A *sacred scabbard* functions only for good-aligned characters.

Prerequisites: Craft Wondrous Item, *bless weapon*.

Cost to Create: 2,200 gp, 176 XP, 5 days.



Sacred scabbard

SALVE OF MINOR SPELL RESISTANCE

Price (Item Level): 1,350 gp (5th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) abjuration
Activation: Full-round (manipulation)
Weight: 1/2 lb.

This glass canister is filled with a gray salve that seems to be flecked with crushed bits of insects.

Upon spreading this salve upon your skin, you gain spell resistance 17 for 5 minutes.

Prerequisites: Craft Wondrous Item, *spell resistance*.

Cost to Create: 675 gp, 54 XP, 2 days.

SCEPTER OF THE NETHERWORLD

Price (Item Level): 9,000 gp (12th)
Body Slot: — (held)
Caster Level: 10th
Aura: Moderate; (DC 20) necromancy
Activation: —
Weight: 3 lb.

Several glyphs that promise power over the undead are incised along the length of this plain steel baton.

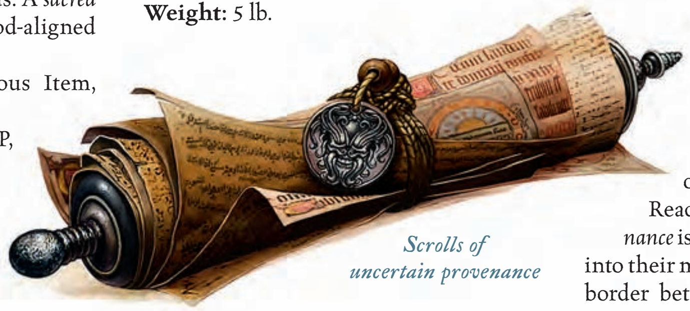
If you can turn or rebuke undead, holding a *scepter of the netherworld* allows you to do so as if your level in the relevant class were three levels higher.

Prerequisites: Craft Rod, turn or rebuke undead.

Cost to Create: 4,500 gp, 360 XP, 9 days.

SCROLLS OF UNCERTAIN PROVENANCE [RELIC]

Price (Item Level): 8,000 gp (11th)
Body Slot: — or — (held)
Caster Level: 20th
Aura: Strong; (DC 25) necromancy
Activation: — or 1 hour; see text
Weight: 5 lb.



Scrolls of uncertain provenance

This bundle of rough parchment contains scraps of varying shapes and sizes; some appear old and others new. It is bound with a braided cord and secured with a medallion bearing the holy symbol of Wee Jas.

Scrolls of uncertain provenance are not spells stored in written form, but collections of death-obsessed writings in an unknown hand. Popular myth holds that those who can command the lore contained in a set of these scrolls have power over life and death. As long as you possess *scrolls of uncertain provenance,* you gain a +5 competence bonus on Knowledge checks, provided that you are lawful neutral, lawful evil, lawful good, or neutral.

Relic Power: If you have established a proper divine connection, you can attempt to read from the scrolls once per day for 1 hour. Understanding their lore, however, is not an easy task. To begin with, the scrolls are written in nearly every language, ancient and modern, and the text sometimes switches languages within the same sentence. Thus, a successful hour of reading requires a successful DC 20 Knowledge (religion) check. You receive a +2 bonus on the check for every language you speak. So cryptic are the scrolls that even *read magic, comprehend languages*, or other spells don't help you understand them, nor does the Decipher Script skill.

Time	Benefit
1 hour	*Renewal pact* for yourself
2 hours	*Renewal pact* for another
3 hours	*Death pact* for yourself
4 hours	*Death pact* for another
6 hours	*True resurrection* for another (and the scrolls disappear)

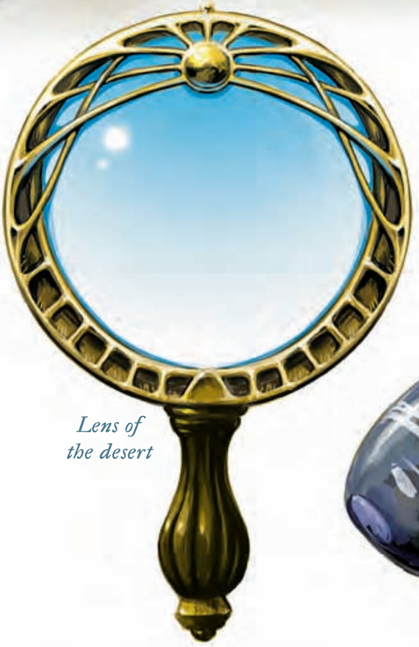
If your check is successful, you gain temporary understanding of one of the scrolls' secrets depending on how long you have spent reading them. Your hours of successful reading stack for this purpose, so you can read over multiple days to gain a greater benefit, if desired. The time spent need not all be spent at once; you can divide it as you choose for the purpose of gaining benefits.

Reading *scrolls of uncertain provenance* is not without risk, since delving into their mysteries draws you near to the border between life and death. Whenever you spend an hour reading *scrolls of uncertain provenance*, you must roll on the following table, whether or not you learn anything useful.

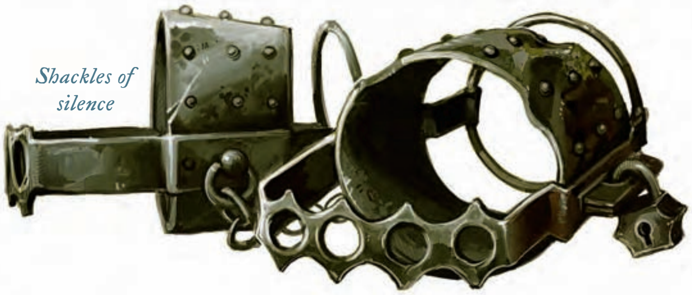
d%	Effect
01–10	Go insane (as the *insanity* spell); Will DC 20 negates.
11–30	The scrolls bestow a permanent curse upon you, applying a –4 penalty on attack rolls, saves, ability checks, and skill checks; Will DC 20 negates.
31–60	Receive a *geas/quest* to perform for Wee Jas; Will DC 20 negates.
61–90	Gain 1d6 negative levels (Fort DC 20 removes them after 24 hours).
91–100	Become a ghost for a year and a day; Fort DC 20 negates.

To use the relic power, you must worship Wee Jas and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

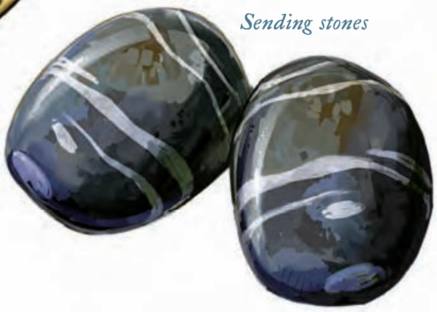
Illus. by J. Zhang & J. Thomas



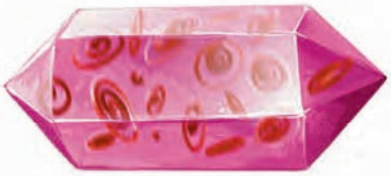
Lens of the desert



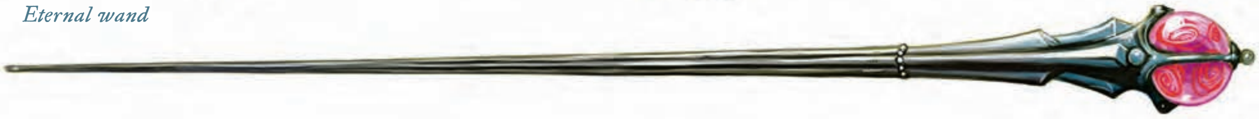
Shackles of silence



Sending stones



Scrying shard



Eternal wand

Illus. by E. Widermann

Lore: *Scrolls of uncertain provenance* have long been associated with Wee Jas, although even her lorekeepers don't know where the first ones came from (Knowledge [religion] DC 15).

In fact, they were penned by beings that lost their sanity in the pursuit of arcane knowledge and collected by agents of Wee Jas for the sake of the knowledge they contain (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *death pact* (SC 60), *renewal pact* (SC 173), *true resurrection*.

Cost to Create: 4,000 gp, 320 XP, 8 days.

SCRYING BEACON

Price (Item Level): 750 gp (3rd)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: —; see text
Weight: —

This button-sized, black half-sphere appears to be made of ebony or jet.

If you spend 1 minute attuning yourself to a *scrying beacon*, you can choose for the next *clairaudience/clairvoyance* spell you cast to be centered on the beacon, as long as you are within 1 mile of it. Once this power has been used, the beacon becomes dormant until you attune yourself to it again.

Prerequisites: Craft Wondrous Item, *clairaudience/clairvoyance*.

Cost to Create: 375 gp, 30 XP, 1 day.

SCRYING SHARD

Price (Item Level): 1,350 gp (5th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) divination
Activation: —
Weight: 1 lb.

Ever-shifting, deep red swirls writhe within this fist-sized pink crystal.

A character of any class can cast *scrying* using a scrying shard as a focus.

Prerequisites: Craft Wondrous Item, *scrying*.

Cost to Create: 675 gp, 54 XP, 2 days.

SENDING STONES

Price (Item Level): 1,400 gp (5th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: Standard
Weight: 1 lb.

These fist-sized chunks of unworked stone are mirror images of one another.

These unremarkable-looking stones come in pairs. Once per day, the bearer of each stone can send a message (as the *sending* spell) to the bearer of the other stone. If a stone's mate is not in a creature's possession, no message is sent and you know the communication has failed. If either stone of the pair is destroyed, the other becomes useless.

Prerequisites: Craft Wondrous Item, *sending*.

Cost to Create: 700 gp, 56 XP, 2 days.

SHACKLES OF SILENCE

Price (Item Level): 6,000 gp (10th)
Body Slot: —; see text
Caster Level: 3rd
Aura: Faint; (DC 16) illusion
Activation: —
Weight: 2 lb.

These iron manacles look old, slightly rusted, and heavily dented.

Shackles of silence fit any Small, Medium, or Large creature. A creature manacled with these shackles is affected by a *silence* effect (as the spell) that fills that creature's space.

A creature can slip free from *shackles of silence* with a successful DC 28 Escape Artist check, or break free with a successful DC 28 Strength check. However, if the creature bound by *shackles of silence* escapes by breaking them or using Escape Artist, the *silence* effect ends and the shackles ring for 1 round, as an *alarm* spell's audible alarm. Broken *shackles of silence* lose their power after sounding this alarm, becoming nonmagical and useless.

Prerequisites: Craft Wondrous Item, *alarm*, *silence*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

SHARD OF THE SUN [RELIC]

Price (Item Level): 3,500 gp (8th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) evocation
Activation: — or standard (command)
Weight: 1 lb.

This brightly glowing holy symbol of Pelor is made of hammered gold and set with small diamonds.

A *shard of the sun* is mentioned in several religious texts as "Pelor's gift, which I carry into darkness—a sun that never sets." When you hold this item, it continuously emits a warm light equivalent to a *daylight* spell heightened to 5th level, provided that you are neutral good, lawful good, chaotic good, or neutral. The symbol must be covered completely to douse its light.

Relic Power: If you have established the proper divine connection, you can command a *shard of the sun* to fire two simultaneous *searing light* spells, though each must be aimed at a different target. Each beam deals 10d6 points of damage to undead, 5d6 points to constructs and objects, and 5d8 points of damage to other creatures. Creatures particularly vulnerable to bright light, such as vampires, take 10d8 points of damage from these beams. This ability functions three times per day.

To use the relic power, you must worship Pelor and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD. If you sacrifice an 8th-level spell slot or have the True Believer feat and at least 15 HD, you can fire four *searing light* beams with each activation (no two at the same target).

Lore: The first *shards of the sun* were hewn by Pelor himself from the orb of the sun and molded into the shape of his symbol. Over the centuries, he gifted them to his most favored high priests, and most of them remain in the hands of his clergy today (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *daylight*, *searing light*.

Cost to Create: 1,750 gp, 140 XP, 4 days.

SKILL SHARD

Price (Item Level): 50 gp (1/2) (normal); 300 gp (2nd) (greater)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: Swift (command)
Weight: —

This tiny fragment of cast-off crystal glows with a minuscule bit of power.

When held, a *skill shard* telepathically whispers its command word into your mind. When you activate it, you gain a competence bonus on your next check with a specific skill, chosen during the item's creation. The check must begin before the end of your turn and must be completed within 10 minutes. A *skill shard* disintegrates when used.

Normal: +2 competence bonus.

Greater: +5 competence bonus.

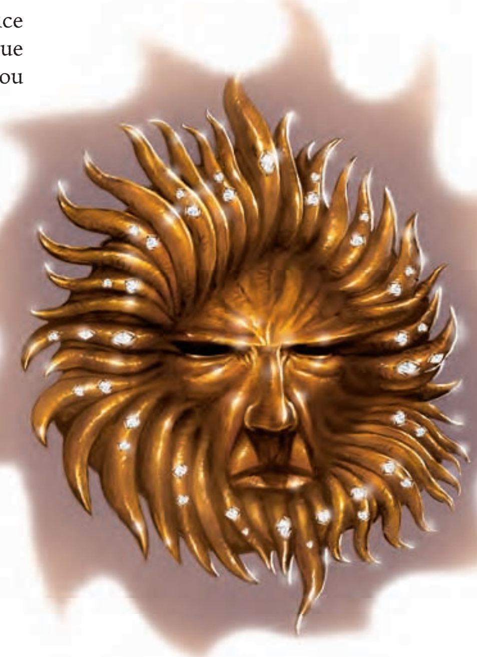
Prerequisites: Craft Wondrous Item, specified skill 2 ranks (lesser) or 5 ranks (greater).

Cost to Create: 25 gp, 1 XP, 1 day (lesser); 150 gp, 6 XP, 1 day (greater).

SLASHING SAND

Price (Item Level): 2,000 gp (6th)
Body Slot: —
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Activation: Standard (thrown)
Weight: —

A handful of thick, glassy black sand fills this small lizardskin sack.



Shard of the sun

When you fling *slashing sand* onto the ground, it covers an area of up to four contiguous squares with razor-sharp obsidian shards for 1 hour (the equivalent of a *spike stones* spell). At least one affected square must be adjacent to your space. Once activated, this item is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, *spike stones*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

SLEEPING SPIKE

Price (Item Level): 3,500 gp (8th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) enchantment
Activation: Standard (manipulation)
Weight: 1/2 lb.

This twisted wooden spike was carved from the misshapen limb of an ash tree.

A *sleeping spike* becomes invisible 1 round after you plant it firmly in the ground. Thereafter, as soon as any creature comes within 10 feet of it, the spike emits a *sleep* effect (Will DC 17 negates) in a 20-foot-radius burst that affects all creatures with 10 Hit Dice or fewer. The spike is destroyed when the *sleep* effect is triggered.

During the round that a *sleeping spike* remains visible after being planted, any creature can safely remove it from the ground (a standard action) to render it harmless and ready for reuse.

Prerequisites: Craft Wondrous Item, *symbol of sleep*.

Cost to Create: 1,750 gp, 140 XP, 4 days.

SOUL ANCHOR

Price (Item Level): 10,000 gp (12th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) enchantment
Activation: Standard (command)
Weight: 3 lb.

Thin iron bands twine around jagged fragments of jet-black obsidian to form the haft of this cruel-looking rod.

When you activate a *soul anchor*, each creature adjacent to you must succeed on a DC 18 Will saving throw or be unable to move from its current space for 1 round. Creatures that are flying or sinking when the spell takes effect are magically held in place. However, affected creatures are neither paralyzed nor entangled, so they can fight and cast spells normally.

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The power of a *soul anchor* prevents all voluntary movement that would allow the affected creatures to leave their respective spaces (including teleportation magic or other spells and items that allow movement). However, it does not preclude involuntary movement, such as that resulting from a bull rush. If an affected creature is involuntarily moved out of its space for any reason, the effect on that creature ends immediately.

This ability functions five times per day, but it can't be activated in consecutive rounds.

Prerequisites: Craft Rod, *hold monster.*

Cost to Create: 5,000 gp, 400 XP, 10 days.

SOULVOID ORB

Price (Item Level): 700 gp (3rd)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) necromancy
Activation: Standard (thrown)
Weight: 1 lb.

This black, fist-sized orb feels faintly greasy to the touch.

When you throw a *soulvoid orb* against a hard surface, it explodes in a shower of orange sparks that fills a 10-foot-radius burst. Each creature within that area is affected as if by a *divest essentia* spell (*MoI* 101).

Lore: *Soulvoid orbs* were first created by the githyanki for use in a struggle with a splinter group of githzerai who had taken up the practice of meldshaping (Knowledge [the planes] DC 15).

Prerequisites: Craft Wondrous Item, *divest essentia.*

Cost to Create: 350 gp, 28 XP, 1 day.

SPHERE OF AWAKENING

Price (Item Level): 1,800 gp (5th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) abjuration
Activation: Swift (mental)
Weight: 1 lb.

This fist-sized sphere of crystal is perfectly clear.

A *sphere of awakening* allows you to silently rouse your allies from slumber, even if magically created. When you activate the sphere, all allies in a 60-foot-radius burst are immediately awakened from sleep (whether mundane or magical in origin). In addition, any fatigue or exhaustion affecting you and those allies immediately ends. Furthermore, you and all affected allies gain immunity to fatigue, exhaustion, and sleep effects for 10 minutes after the sphere is activated.

A *sphere of awakening* functions once per day.

Prerequisites: Craft Wondrous Item, *break enchantment.*

Cost to Create: 900 gp, 72 XP, 2 days.

SPIDER ROD

Price (Item Level): 15,000 gp (14th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) necromancy
Activation: Standard (command)
Weight: 3 lb.

A complex relief of webs and tiny arachnids covers this silvery rod. Its surface is strangely sticky to the touch.

A *spider rod* has two different abilities that each function three times per day.

Silk Strand: The rod produces an entangling strand of silk as a ranged touch attack (range 100 feet). A target hit by this strand is entangled for 1 minute (Reflex DC 20 negates entanglement, but the creature's speed is still halved for the duration of the effect). Treat this as a net attack, except that the strand has 15 hit points and takes double damage from fire.

Poison Touch: You can make a melee touch attack with the rod to deliver a virulent contact poison (Fort DC 16, 1d6 Con/1d6 Con).

Prerequisites: Craft Rod, *poison, web.*

Cost to Create: 7,500 gp, 600 XP, 15 days.

SPOOL OF ENDLESS ROPE

Price (Item Level): 1,400 gp (5th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: —
Weight: 1 lb.

This spool of silk rope comes with a belt loop so that it can be hung conveniently at the user's side.

A *spool of endless rope* holds an unlimited amount of the finest silk rope.

To use a *spool of endless rope,* you feed out as little or as much rope as desired, up to a maximum of 500 feet at any one time. When you are finished with the rope, you can simply wind it back onto the spool. (Feeding out or rewinding requires 1 full-round action per 50 feet of rope.)

The rope can't be entirely separated from the spool, though it can be cut or broken like a normal silk rope. Any portion of rope cut away from the spool disappears instantly.

Rope from a *spool of endless rope* can be spliced or knotted together with another rope (including one from a second *spool of endless rope*), but it can't be wound back into the spool while so attached.

Prerequisites: Craft Wondrous Item, *Leomund's secret chest.*

Cost to Create: 700 gp, 56 XP, 2 days.

STENCH STONE

Price (Item Level): 300 gp (2nd)
Body Slot: — (held); see text
Caster Level: 3rd
Aura: Faint; (DC 16) necromancy
Activation: Standard (thrown) or
— (ammunition)
Weight: —

This stone reeks of rotting meat.

A *stench stone* nauseates its target and sickens those nearby. The stone must be thrown (range increment 10 feet) or hurled from a sling (using that weapon's normal range increment) as a ranged attack. If the stone strikes its target, it deals no damage but bursts into a cloud of noxious vapor. If a *stench stone* misses its target, it is consumed without effect.

Any living creature struck by a *stench stone* becomes nauseated for 1 round (Fort DC 13 negates). Regardless of the success or failure of the save, the target exudes a stench for 3 rounds that causes all creatures within 10 feet of it to be sickened for the remaining duration of the stench (Fort DC 13 negates). Creatures immune to poison are unaffected by *stench stones;* any effect that neutralizes or delays poison also protects against the effect.

Once activated, this item is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, *ghoul touch.*

Cost to Create: 150 gp, 12 XP, 1 day.

Stench stone

STRAND OF ACID PEARLS

Price (Item Level): 10,700 gp (13th)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) conjuration
Activation: Standard (thrown)
Weight: 1 lb.

Seven green pearls stud this silver chain. One is large, and the others are in three progressively smaller pairs. The stones slosh as though filled with liquid.

Each of the seven pearls on this chain can be detached and thrown up to 50 feet. When a pearl strikes its destination, it explodes into a 20-foot-radius, 20-foot-high, cylinder-shaped cloud of acid centered on the end point. This cloud deals acid damage to any creature in the area (Reflex DC 19 half).

A *strand of acid pearls* has four different sizes of pearls, each of which deals a different amount of acid damage. The two smallest each deal 3d6 points of damage, each of the next larger pair deals 5d6 points of damage, each of the next larger pair deals 7d6 points of damage, and the largest pearl deals 9d6 points of damage.

Prerequisites: Craft Wondrous Item, *acid storm* (SC 7).

Cost to Create: 5,350 gp, 428 XP, 11 days.

STRAND OF LIGHTNING

Price (Item Level): 4,350 gp (9th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: Standard (thrown)
Weight: 1 lb.

Seven coils of brightly polished copper wire dangle from this strand of interwoven silver and copper threads.

Each of the seven coils on this chain can be detached and thrown. When thrown, a coil explodes into a 30-foot line of lightning originating from you. Each creature in the area takes electricity damage based on the size of the coil (Reflex DC 14 half).

Each of the four smallest coils deals 3d6 points of damage. The next larger two each deal 5d6 damage, and the largest coil deals 7d6 points of damage.

Prerequisites: Craft Wondrous Item, *lightning bolt.*

Cost to Create: 2,175 gp, 174 XP, 5 days.

STUNNING SPIKE

Price (Item Level): 9,000 gp (12th)
Body Slot: — (held)
Caster Level: 13th
Aura: Strong; (DC 21) enchantment
Activation: Standard (manipulation)
Weight: 1/2 lb.

This bronze spike sparks with static electricity.

A *stunning spike* becomes invisible 1 round after you plant it firmly in the ground. Thereafter, as soon as any creature comes within 10 feet of it, the spike bursts into fragments, stunning all creatures in a 20-foot radius for 1 round (Will DC 20 negates). This effect destroys the spike.

During the round that a *stunning spike* remains visible after being planted, any creature can safely remove it from the ground (a standard action) to render it harmless and ready for reuse.

Prerequisites: Craft Wondrous Item, *symbol of stunning.*

Cost to Create: 4,500 gp, 360 XP, 9 days.

SUMMONER'S TOTEM

Price (Item Level): 3,100 gp (8th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: —; see text
Weight: 2 lb.

This crudely carved, foot-long wooden rod bears a vaguely animal visage at its head.

A boon for those who magically conjure animals to aid them in combat, a *summoner's totem* allows instantaneous enhancement of your summoned allies. When you summon a single animal using a *summon nature's ally* spell, you can cast another spell targeting the summoned creature as a swift action. The second spell must be no higher than 3rd level, it must target the summoned creature (and only the summoned creature), its casting time must be no longer than 1 standard action, and it expends the spell or spell slot as normal.

For example, immediately after summoning a brown bear with *summon nature's ally IV*, you could cast *bull's strength* upon that bear as a swift action (as long as you were adjacent to the bear). You couldn't use the totem to cast *obscuring mist* (since that spell doesn't target the bear).

Prerequisites: Craft Wondrous Item, *speak with animals, summon nature's ally II.*

Cost to Create: 1,550 gp, 124 XP, 4 days.

SURVIVAL POUCH

Price (Item Level): 3,300 gp (8th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Standard (manipulation)
Weight: 5 lb.

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This pouch looks like it's seen its share of rough use. It is tattered and stained from use in the wild.

Five times per day, you can reach into a *survival pouch* and retrieve your choice of one of the following items. You can draw out the same item five times in one day, draw out five different items, or produce any combination of up to five items.

Each item lasts for 8 hours or until indicated below, whichever comes first.

- Trail rations for one Medium creature for one day.
- Two gallons of water stored in a waterskin. The waterskin disappears if it is emptied completely.
- A tent and two bedrolls sized for Medium creatures.
- A 50-foot coil of hempen rope.
- A shovel.
- A campfire (about 2 feet square). The fire can be left to burn, or it can be pulled apart to produce eight lit torches. Each removed torch lasts for 1 hour and reduces the remaining burning time of the campfire by 1 hour. If the fire is extinguished, the unburnt portion vanishes.
- A composite shortbow (+1 Str bonus) and a quiver of 20 arrows. The bow disappears 1 round after the last arrow has been drawn from the quiver.
- A mule with bit, bridle, saddle, and saddlebags (treat as a summoned creature, except that it will not fight for you).

Prerequisites: Craft Wondrous Item, *major creation*.

Cost to Create: 1,650 gp, 132 XP, 4 days.

TALISMAN OF THE DISK

Price (Item Level): 500 gp (3rd)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Standard (command)
Weight: —

This convex lens of crystal dangles from a chain carved from blue glass.

Activating a *talisman of the disk* creates a *Tenser's floating disk* (PH 294). The disk can hold 300 pounds and lasts for up to 3 hours (or until dismissed with another standard action). The disk's maximum range from you is 30 feet.

If you are also wearing a magic item that provides an enhancement bonus to Strength, the disk's carrying capacity increases by 100 pounds per point of bonus granted by the item.

Prerequisites: Craft Wondrous Item, *bull's strength*, *Tenser's floating disk*.

Cost to Create: 250 gp, 20 XP, 1 day.

TALISMAN OF UNDEAD MASTERY

Price (Item Level): 3,000 gp (7th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) necromancy
Activation: Swift (mental)
Weight: —

This tarnished silver skull fits comfortably in a human hand.

A *talisman of undead mastery* benefits any character capable of either turning or rebuking undead. The talisman has 3 charges, which are renewed each day at dawn. Spending 1 or more charges increases your effective cleric level for the purpose of a single turn or rebuke undead check, which must be made before the end of your turn.

1 charge: Increase effective turning level by 2.

2 charges: Increase effective turning level by 3.

3 charges: Increase effective turning level by 4.

Prerequisites: Craft Wondrous Item, *command undead*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

TALISMAN OF UNDYING FORTITUDE

Price (Item Level): 8,000 gp (11th)
Body Slot: — (held)
Caster Level: 15th
Aura: Strong; (DC 22) necromancy
Activation: Swift (command)
Weight: —

This plum-sized skull carved from silver is tarnished black.

A *talisman of undying fortitude* allows you to take on some of the physical qualities of undead. When you activate the talisman, you gain immunity to poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, physical ability damage, ability drain, energy drain, fatigue, exhaustion, death from massive damage, and any effect that requires a Fortitude save. Also, you do not need to breathe. This effect lasts for 3 rounds.

A *talisman of undying fortitude* functions two times per day.

Prerequisites: Craft Wondrous Item, *veil of undeath* (SC 229).

Cost to Create: 4,000 gp, 320 XP, 8 days.

TANGLEPATCH

Price (Item Level): 200 gp (2nd)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Standard (thrown)
Weight: 1 lb.

Vines, creeping ivy, and gnarled roots knot together to form this dense tangle of vegetation.

To use a *tanglepatch*, you must throw it (it can be thrown up to 50 feet). When it lands, it creates an *entangle* effect (as the spell) centered on the point of impact, with a duration of 5 rounds. Once activated, a *tanglepatch* is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, *entangle*.

Cost to Create: 100 gp, 8 XP, 1 day.

THORN POUCH

Price (Item Level): 4,400 (9th)
Body Slot: —
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Swift (manipulation)
Weight: 1 lb.

This greenish sack is sticky with sap.

A *thorn pouch* allows you to bring forth several types of magical plant effects for offensive and defensive purposes. A pouch has 5 charges, which are renewed each day at dawn. Spending 1 or more charges when you place your hand within the bag allows you to draw forth a single thorn that has one of the following effects (each as the spell of the same name, but with a duration of 9 rounds):

1 charge: Entangle.

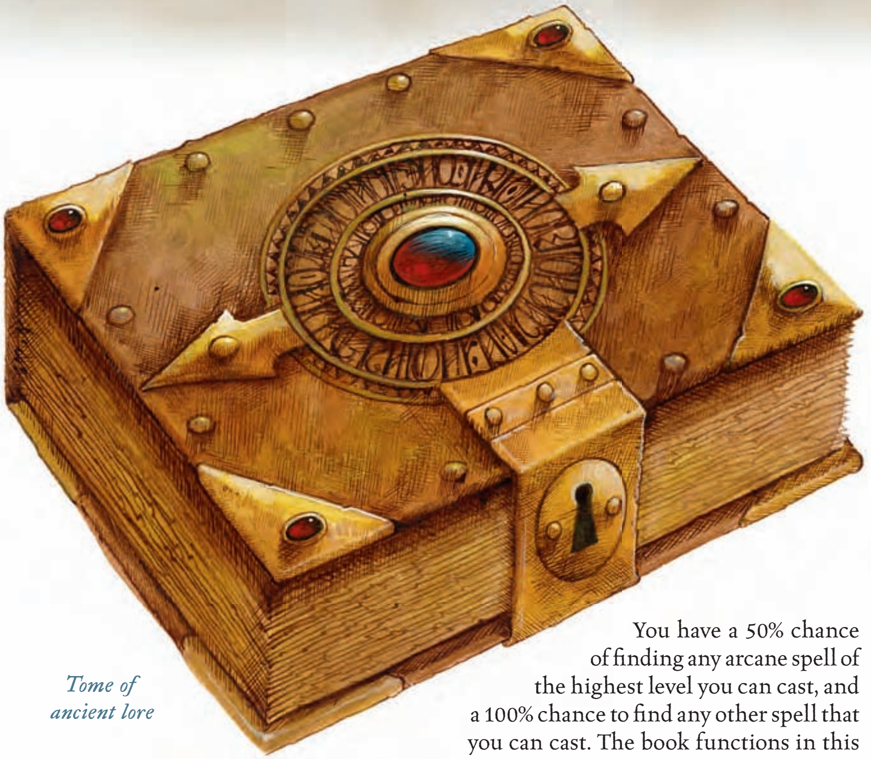
3 charges: Spike growth.

5 charges: Wall of thorns.

To use a thorn after drawing it forth, you drop it into your own space or any adjacent square (a free action). After 1 round, the thorn produces the desired effect. If you don't drop a thorn within 1 round after drawing it, it disappears with no effect.

Prerequisites: Craft Wondrous Item, *entangle*, *spike growth*, *wall of thorns*.

Cost to Create: 2,200 gp, 176 XP, 5 days.



Tome of ancient lore

TOME OF ANCIENT LORE [RELIC]

Price (Item Level): 5,500 gp (10th)
Body Slot: —
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: 1 hour; see text
Weight: 2 lb.

This ancient, leather-bound book is stuffed to overflowing with yellowing sheets of parchment.

A boon to arcane spellcasters of all sorts, a *tome of ancient lore* contains every conceivable spell. Perusing it for 1 hour gives you a +5 competence bonus on Knowledge (arcana) and Spellcraft checks made that day, provided that you are neutral, neutral good, neutral evil, lawful neutral, or chaotic neutral. The hour spent studying the tome is in addition to any time you spend preparing spells.

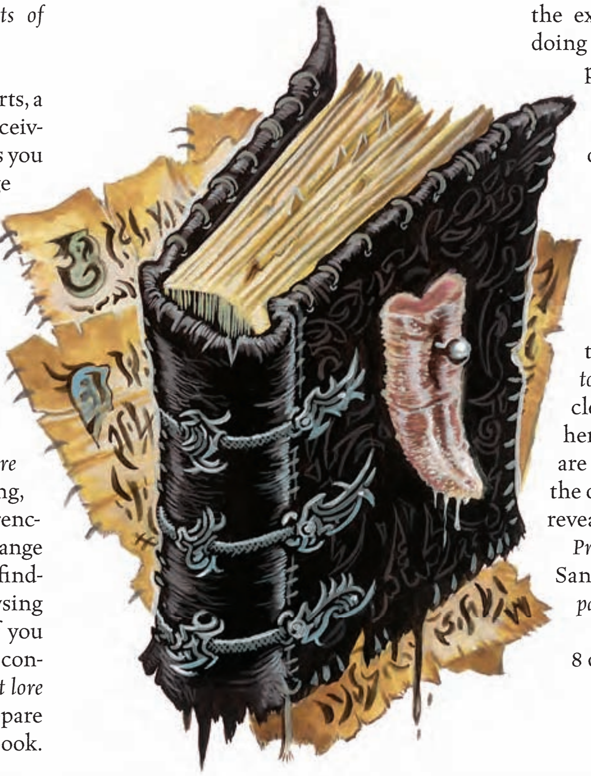
Relic Power: Though the pages of this book contain all the world's arcane knowledge, a *tome of ancient lore* is cursed with a deliberately confusing, ever-changing system of cross-referencing. Because its pages constantly rearrange themselves, apparently at random, finding any useful information by browsing the book is impossible. However, if you have established the proper divine connection, you can use a *tome of ancient lore* while preparing arcane spells to prepare a single spell that isn't in your spellbook. You have a 50% chance of finding any arcane spell of the highest level you can cast, and a 100% chance to find any other spell that you can cast. The book functions in this manner once per day.

To use the relic power, you must worship Boccob and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Lore: Allegedly penned by Boccob himself and "borrowed" from his library, the original tome disappeared for centuries. Eventually, copies began to appear in the possession of arcane colleges, spellcasting dragons, and powerful wizards (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *secret page.*

Cost to Create: 2,750 gp, 220 XP, 6 days.



Tome of the stilled tongue

TOME OF THE STILLED TONGUE [RELIC]

Price (Item Level): 7,500 gp (11th)
Body Slot: —
Caster Level: 20th
Aura: Strong; (DC 25) transmutation
Activation: See text
Weight: 5 lb.

This thick, leather-bound manuscript has a particularly disgusting decoration—a desiccated tongue nailed to its front cover.

A *tome of the stilled tongue* is a treasure trove of arcane potential. If you are neutral evil, chaotic evil, lawful evil, or neutral, the book reveals full instructions for creating a lich's phylactery and offers 500 blank spell pages that function like those in *Boccob's blessed book* (*DMG* 249).

Relic Power: A *tome of the stilled tongue* also contains directions for eldritch mental exercises designed to strengthen your spellcasting. If you have established the proper divine connection and read the appropriate section of the tome (requiring 1 hour of mental exercises), you can increase your effective caster level for all spells by 1 for 24 hours. However, because the exercises are mystically strenuous, doing them reduces your full normal hit point total by 1 per character level while the caster level increase is in effect. This ability functions once per day.

To use the relic power, you must worship Vecna and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Lore: The grisly cover decoration on the original *tome of the stilled tongue* once belonged to a former cleric of Vecna who couldn't keep her order's secrets. Now five copies are known to exist, but the origins of the other four tongues have never been revealed (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, Scribe Scroll, *secret page.*

Cost to Create: 3,750 gp, 300 XP, 8 days.

Illus. by W. England & W. Reynolds

TOME OF WORLDLY MEMORY

Price (Item Level): 1,500 gp (5th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: 1 minute or 1 standard action; see text
Weight: 1 lb.

This small book is bound in hammered silver and engraved with the continents of the world.

A *tome of worldly memory* allows you to call upon the secret memories of the world to aid you in unlocking forgotten knowledge. By studying the book for 1 minute, you gain a +5 competence bonus on a single Knowledge check. The tome functions three times per day.

If you have at least 5 ranks in the Knowledge skill in question, you need only peruse the book as a standard action to gain its benefit.

Prerequisites: Craft Wondrous Item, *fox's cunning*.

Cost to Create: 750 gp, 60 XP, 2 days.

TOMEBOUND EYE OF BOCCOB

Price (Item Level): 7,000 gp (11th)
Body Slot: —
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: Standard (command)
Weight: —

The watchful Eye of the Uncaring One stares out from this seal.

When affixed to a wizard's spellbook, this seal provides a focus for arcane energy. A *tomebound eye of Boccob* has 3 charges, which are renewed each day at dawn. Spending 1 or more charges when you prepare your wizard spells from a spellbook to which a *tomebound eye* is attached grants one or more spells a competence bonus on caster level checks to overcome a target's spell resistance.

1 charge: Gain a +4 competence bonus on your caster level check to overcome spell resistance.

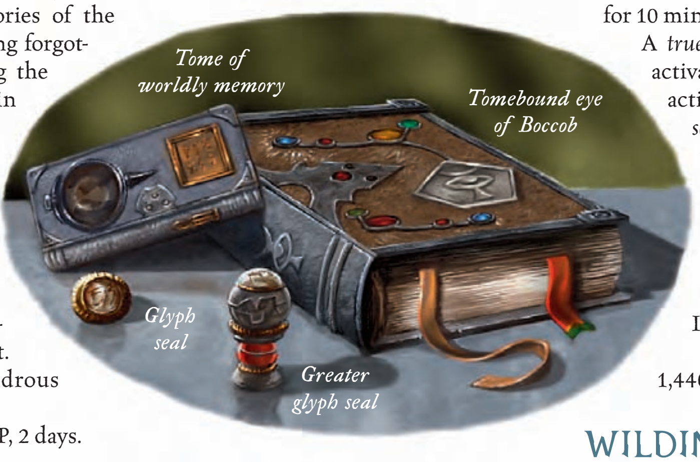
2 charges: Gain a +6 competence bonus on your caster level check to overcome spell resistance.

3 charges: Gain a +8 competence bonus on your caster level check to overcome spell resistance.

You can divide the 3 charges between spells, or spend all three to enhance a single spell. For example, you could grant three spells each a +4 bonus, one spell a +6 bonus and another a +4 bonus, or a single spell a +8 bonus. No spellbook can have more than one of these items affixed to it, and you can't gain benefits from more than one eye in a given day.

Prerequisites: Craft Wondrous Item, ability to prepare 3rd-level arcane spells.

Cost to Create: 3,500 gp, 280 XP, 7 days.



Illus. by B. Hagan

TROLL GUT ROPE

Price (Item Level): 500 gp (3rd)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: Standard (command)
Weight: 7 lb.

One end of this pile of pungent-smelling intestines has been tied with an intricate knot.

Once per day, you can command this 50-foot rope to grow up to 350 feet in length. Any length beyond the original 50 feet decays to nothingness after 12 hours. If the large knot on one end is ever untied or cut open, the rope's magic is destroyed.

Prerequisites: Craft Wondrous Item, *minor creation*.

Cost to Create: 250 gp, 20 XP, 1 day.

TRUELIGHT LANTERN

Price (Item Level): 36,000 gp (17th)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) divination
Activation: — and standard (command)
Weight: 3 lb.

This lantern is elaborately crafted from flame-touched iron, burnished to a silvery hue. A continuous, translucent white flame flickers within, though it sheds no heat.

A *truelight lantern* continually emanates bright light as a *continual flame* spell.

Its true power can be activated by speaking the word "reveal" in Celestial. Once it is activated, a *truelight lantern* provides bright illumination in a 60-foot cone and shadowy illumination for another 60 feet beyond that. Everything within the 60-foot cone of bright illumination can be seen as if all viewers were under the effect of a *true seeing* spell. This effect lasts for 10 minutes.

A *truelight lantern* can normally be activated once per day, but can be activated additional times if a *true seeing* spell is cast into it (overriding the normal targeting restriction of the spell). Each casting of *true seeing* allows a lantern to be activated one more time per day.

Prerequisites: Craft Wondrous Item, *true seeing*.

Cost to Create: 18,000 gp, 1,440 XP, 36 days.

WILDING CLASP

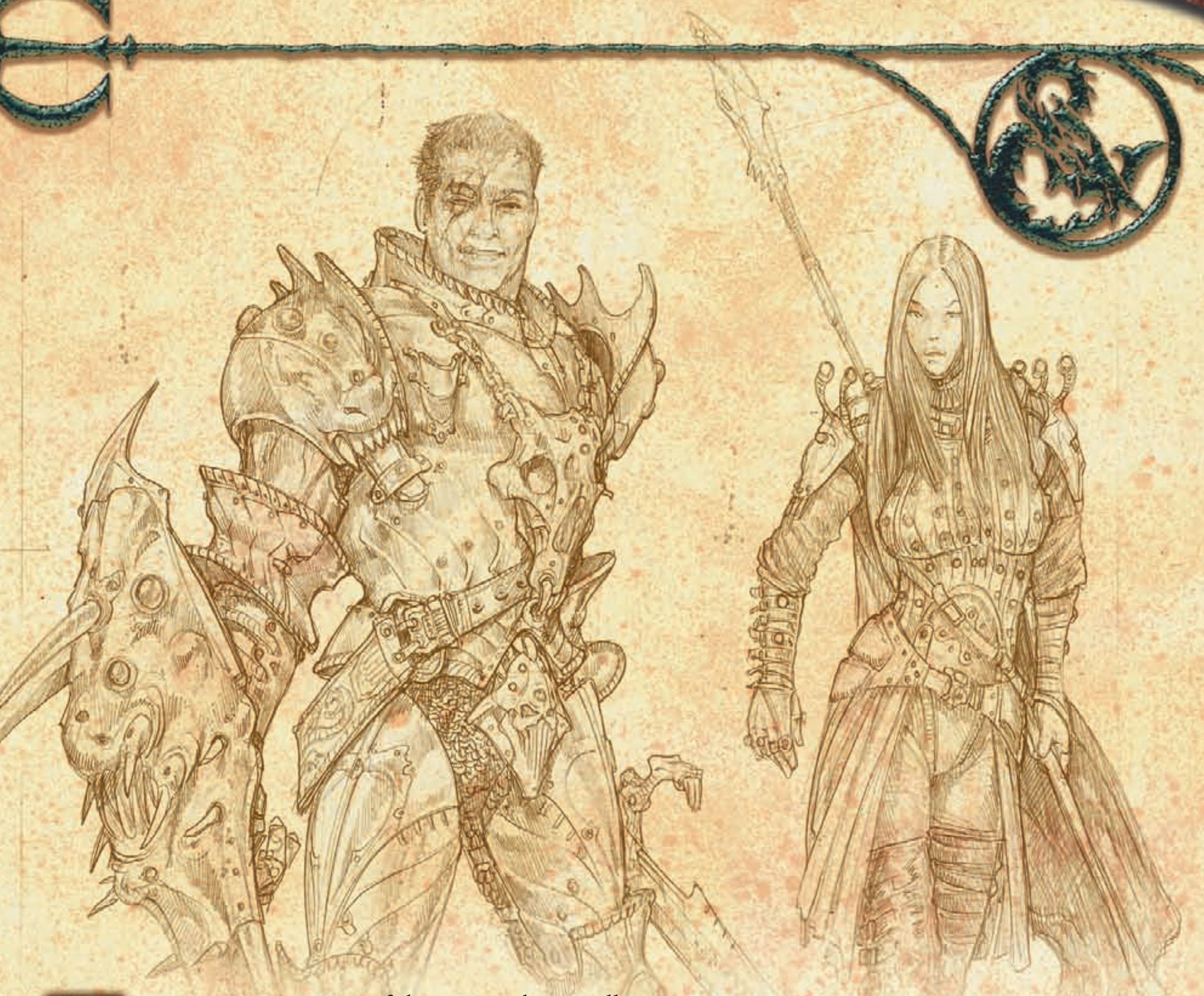
Price (Item Level): 4,000 gp (8th)
Body Slot: —
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: —

This 3-inch-long gold chain has a clasp on each end.

A *wilding clasp* can be attached to any item worn on the body. When so worn, a clasp prevents the worn item from melding into your new form when you use wild shape (as long as the item could reasonably be worn by the new form). Thus, the item remains fully functional and can be used normally in your new form.

Prerequisites: Craft Wondrous Item, wild shape.

Cost to Create: 2,000 gp, 160 XP, 4 days.



Illus. by A. Swekel

A magic item set consists of three to six thematically linked magic items that provide extra bonuses or effects when worn together. The abilities scale or accumulate with the number of items worn. A character gains a particularly potent effect when all the items of a set are worn or used together.

ARMOR OF THE WATCHING MASTER

Those who wear the *armor of the watching master* know what it feels like to be in command and to sense what others miss. They possess unnatural sight and unusual powers to blind, burn, and bully their enemies. Individually, each piece of the *armor of the watching master* provides a useful ability, but only those with the full set know its true powers.

The *armor of the watching master* works best in the hands of a barbarian or other melee warrior. As medium armor, a *breastplate of terror* allows a barbarian to use his fast movement ability, and its damage reduction stacks with the barbarian's. The *armor of the watching master* also provides other advantages useful to any melee-oriented character, such as frightening or blinding foes, ignoring hardness, and overcoming damage reduction. Note that the Strength bonus provided by the *armor of the watching master* can be increased using the rules in Chapter 6.

LORE

Characters who have ranks in Knowledge (arcana) or Knowledge (the planes), or who have the bardic knowledge ability, can research the *armor of the watching master* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: The first set of the *armor of the watching master* belonged to a powerful elf paladin who returned from planar travel wearing the items. The paladin founded an organization devoted to guardianship and order, and sets of the *armor of the watching master* became standard issue for the highest-ranking members of that group. The organization, called the Watchful Eyes, collapsed due to internal strife one hundred years ago, and now sets of this armor continue to appear from time to time in the hands of various individuals.

DC 20: The Watchful Eyes collapsed because many of its paladin members became blackguards at about the same time that its founder vanished. Lacking leadership and warring internally, the group eventually disintegrated.

DC 25: Stories persist that the founder of the organization was the first to fall from grace, and that she returned from the planes tainted by evil. The stories don't say how she managed to hide this from other members of the

Watchful Eyes or why she founded the group, but supposedly the dark side of the Watchful Eyes persists as a cultlike order of barbarians and blackguards who wear pieces of the *armor of the watching master* as a sign of their devotion to the cult.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

COLLECTION BENEFITS

Wearing pieces of the *armor of the watching master* allows you to command or frighten foes, blind and burn enemies, or crush objects that impede your vision. Wearing the entire set grants you vision that can pierce invisibility.

When all four pieces of the armor are worn, the staring eyes marking each item appear to come to life, becoming bloodshot, yellow-pupiled orbs that look around of their own accord.

2 Pieces: You gain a +2 bonus on initiative checks.

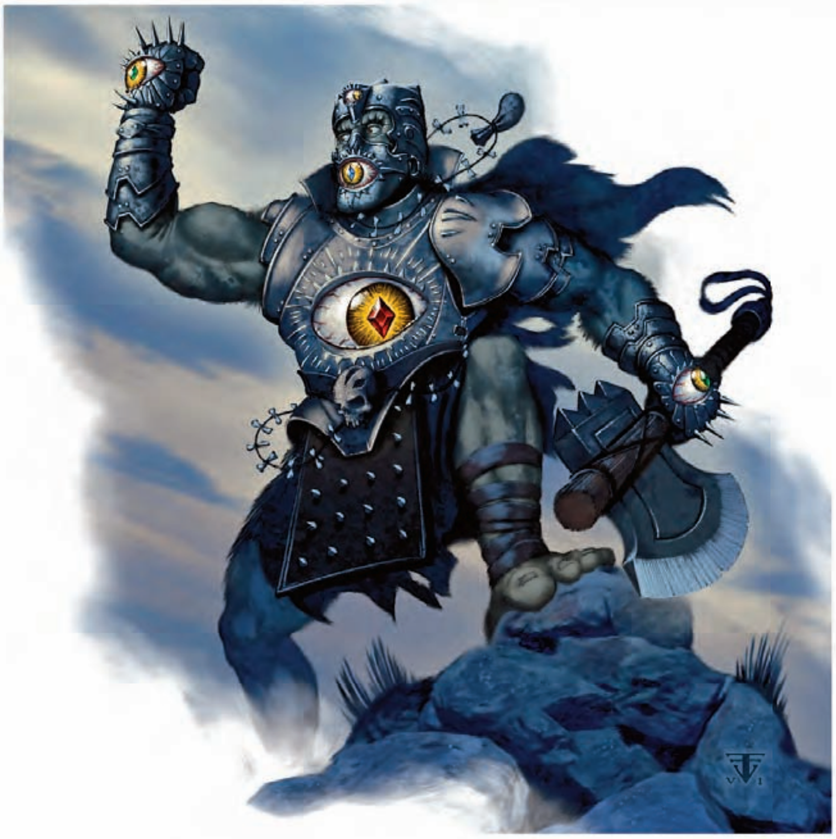
4 Pieces: You gain a +5 competence bonus on Spot checks. Once per day, you can speak the command word of "Cabiri" and activate the armor with a standard action to gain the effect of a *see invisibility* spell for 3 minutes.

Illus. by F. Vohwinkel

BREASTPLATE OF TERROR

Price (Item Level): 13,200 gp (14th)
Body Slot: Body
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: — and immediate (mental)
Weight: 30 lb.

This adamantine breastplate bears an emblem of a wide, staring eye surrounded by raised rays of glittering mithral.



Armor of the watching master

As a *+1 adamantine breastplate*, this item grants damage reduction 2/—. A *breastplate of terror's* damage reduction stacks with damage reduction gained as a class feature (but not from any other source). For example, a 10th-level barbarian would have damage reduction 4/—.

In addition, once per day immediately after you have been damaged by a melee attack, you can activate this armor to render a foe that just wounded you frightened for 1 round. If the enemy succeeds on a DC 20 Will save, it is shaken for 1 round rather than frightened.

Prerequisites: Craft Magic Arms and Armor, *cause fear*, possession of a piece of the set.

Cost to Create: 1,500 gp (plus 10,200 gp for adamantine breastplate), 120 XP, 3 days.

GAUNTLETS OF DESTRUCTION

Price (Item Level): 6,610 gp (11th)
Body Slot: Hands
Caster Level: 6th
Aura: Moderate; (DC 18) evocation, transmutation

ARMOR OF THE WATCHING MASTER PIECES AND ABILITIES

Piece	Body Slot	Price (Level)	Ability
Mask of mastery	Face	3,500 gp (8th)	+5 on Intimidate checks; 1/day *command*
Helm of wounding sight	Head	6,500 gp (10th)	*Light* at will; 3/day blinding fire cone
Gauntlets of destruction	Hands	6,610 gp (11th)	+2 Strength; 3/day treat attack as adamantine
Breastplate of terror	Body	13,200 gp (14th)	*+1 adamantine breastplate;* 1/day frighten foe

ARMOR OF THE WATCHING MASTER COLLECTION BENEFITS

Pieces Worn	Benefit
2 pieces	+2 on initiative checks
4 pieces	+5 on Spot checks; 1/day *see invisibility* for 3 min.

Activation: — and swift (command)
Weight: 2 lb.

Each of these spiked steel gauntlets has an embossed image of an eye on its back. Each eye has an emerald for a pupil.

Gauntlets of destruction grant you a +2 enhancement bonus to Strength.

In addition, you can activate the gauntlets to enable the next melee attack made during your turn to overcome damage reduction and ignore hardness as if the attack were made with an adamantine weapon. This ability functions three times per day.

Gauntlets of destruction are masterwork spiked gauntlets and can be used as a weapon. You can enhance a gauntlet beyond its base abilities by using the rules for crafting a magic weapon, but each gauntlet must be enhanced separately.

Prerequisites: Craft Magic Arms and Armor, *bull's strength, shatter,* possession of a piece of the set.

Cost to Create: 3,000 gp (plus 610 gp for two masterwork spiked gauntlets), 240 XP, 6 days.

HELM OF WOUNDING SIGHT

Price (Item Level): 6,500 gp (10th)
Body Slot: Head
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Standard (command)
Weight: 1 lb.

This steel helmet covers all of the wearer's head but the face. A single huge eye with a crystal pupil is embossed on the helm's forehead.

When a *helm of wounding sight* is activated, the embossed pupil sheds light with the brightness of a *light* spell until it is commanded to cease or the helm is removed.

In addition, three times per day, a *helm of wounding sight* can be activated to emit an instantaneous 60-foot-long cone of bright, burning light. This cone deals 2d6 points of fire damage and blinds all creatures in the area for 1 round. Creatures that succeed on DC 20 Reflex saves take half damage and are dazzled for 1 round.

Prerequisites: Craft Wondrous Item, *light, burning hands,* possession of a piece of the set.

Cost to Create: 3,250 gp, 260 XP, 6 days.

MASK OF MASTERY

Price (Item Level): 3,500 gp (8th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: — and standard (command)
Weight: 1 lb.

This steel half-mask covers only the lower face. Over the wearer's mouth, an emblem depicting a large eye with a crystal for its pupil stares forth.

Wearing a *mask of mastery* causes the wearer's voice to sound more commanding and authoritative, adding a +5 competence bonus on Intimidate checks.

When activated, this mask allows you to utter a *command* (as the spell; Will DC 20 negates). Unlike the *command* spell, this effect is not language-dependent—the target needs only to be able to hear you. This ability functions once per day.

Prerequisites: Craft Wondrous Item, *command,* possession of a piece of the set.

Cost to Create: 1,750 gp, 140 XP, 4 days.

ARRAY OF THE MANTICORE

This striking set of magic items grants you the freedom of the skies and the power to wreak havoc from above. Crafted in honor of their namesake creature, the *array of the manticore* is tailored for the individual who fights in the air or fights airborne foes, bestowing the ferocity of a manticore and its fearsome sting.

Characters focused on making ranged weapon attacks get the most benefit from the *array of the manticore.* Scouts and rangers see the most benefit, since an airborne scout can skirmish more easily and a ranger's combat styles prove useful.

LORE

Characters who have ranks in Knowledge (arcana), or who have the bardic knowledge ability, can research the *array of the manticore* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: A hobgoblin sorcerer crafted the first *array of the manticore* for his favorite bugbear bodyguard. This bugbear rode a tamed manticore into battle, and it seemed fitting to the hobgoblin to reward his servant's skill and bravery with a tribute to his ferocity.

DC 20: A group of humans and halfings attacked the goblinoid stronghold. The goblins were eventually defeated, but only after many of the invaders died from the javelins and spikes cast down upon them from the air. The few survivors divided up the *array of the manticore* among themselves, not understanding the power the items held when worn together. When one of the halflings inherited a second

BEHIND THE CURTAIN: MAGIC ITEM SETS

The concept of thematically linked sets of magic items that provide more power when used together has a great pedigree in fantasy fiction, but D&D has largely ignored this concept. *Magic Item Compendium* presents item sets to remedy that. The collection benefits of each set are carefully designed to provide appealing bonus abilities that aren't unbalancing. The character never pays gold for these extra powers: Their value is not added to the costs of the items in the set. We don't want a player whose item set components have not yet yielded any additional abilities to feel like he has paid too much for his items. If a character must somehow pay for the ability, collecting the set feels more like working off a debt than seeking something fun. Instead, the balancing factor of the sets comes from the PC using his item slots for the items of the set instead of items that might be more advantageous.

The value of a collection benefit stays within certain boundaries. The collection benefit for two pieces should equal roughly 10% of the combined cost of the two cheapest items in the set. Thereafter, collection benefits are valued at roughly 25% of the cost of the cheapest item or combination of items you need to reach the threshold of gaining the ability. The capstone ability of the set might be as much as 30% of the value of the most expensive item in the set.

piece from a fallen companion, she discovered the power of *feather fall* granted by possessing two pieces of the array. When this knowledge spread among the others, infighting broke out, and eventually only two remained. They made a truce, and each parted to investigate the means of creating the missing companion pieces. In this way, use and knowledge of the array spread.

DC 25: Although the *array of the manticore* bears no curse or magic that makes one vulnerable, legend says that the hobgoblin who created the first set also created a spell whereby he could command the movements of the wearer by impelling the items to move, accomplishing a jerky, puppetlike control over a wearer's body. This spell also prevented the items from being removed. Many have sought the spell or attempted to recreate it, but no one is known to have succeeded.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

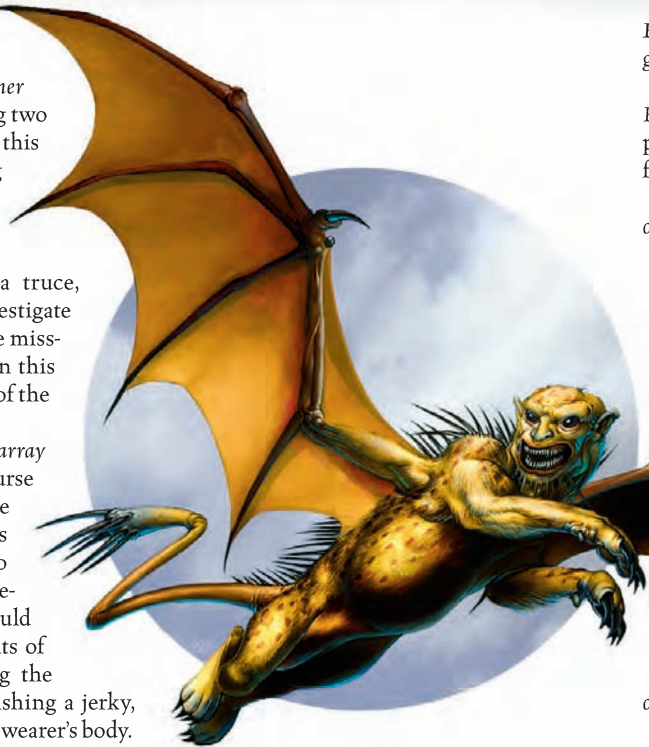
Illus. by J. Thomas

ARRAY OF THE MANTICORE COLLECTION BENEFITS

Pieces Worn	Benefit
2 pieces	*Feather fall* at will
5 pieces	2/day summon manticore

COLLECTION BENEFITS

Wearing any two pieces of the *array of the manticore* grants you freedom from the threat of falling damage. Wearing the full set allows you to call upon a manticore for aid, bringing it into battle on swift wings to rain death down upon your foes.



With the complete set of this array, you can summon a manticore to serve you

2 Pieces: You function as though perpetually affected by a *feather fall* spell (CL 5th). You can negate or renew this power as a swift (mental) action.

5 Pieces: You can summon a manticore (as if using a *summon monster* spell) with a swift (mental) action, which fights on your behalf for 5 rounds. The manticore has damage reduction 10/magic and gains a +5 competence bonus on attack rolls. This ability functions two times per day, but summoning a second manticore causes the first to disappear if still present.

BRACERS OF AERIAL COMBAT

Price (Item Level): 5,000 gp (9th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: —
Weight: 1 lb.

Each of these fine steel bracers is inlaid with a golden image of a swooping manticore.

Bracers of aerial combat grant you a +1 competence bonus on attack rolls if you or the foe you attack is airborne.

Prerequisites: Craft Wondrous Item, *gust of wind*, possession of a piece of the set.

Cost to Create: 2,500 gp, 200 XP, 5 days.

GLOVES OF ENDLESS JAVELINS

Price (Item Level): 7,000 gp (11th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Free (command)
Weight: —

This pair of black leather gloves is set with golden studs, each embossed with the image of a manticore's head.

Gloves of endless javelins allow you to rain death down on your enemies. When you activate these gloves, a *+1 javelin* made of pure force appears in your hand.

A javelin created by the gloves lasts until you resolve an attack with it or until the end of your turn, whichever comes first.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *magic missile*, possession of a piece of the set.

Cost to Create: 3,500 gp, 280 XP, 7 days.

HELM OF THE HUNTER

Price (Item Level): 9,000 gp (12th)
Body Slot: Head
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: — or standard (mental)
Weight: 1 lb.

This gold and mithral helm looks like the bristle-bearded head of a manticore.

A *helm of the hunter* grants you a +5 competence bonus on Spot checks and the

ARRAY OF THE MANTICORE PIECES AND ABILITIES

Piece	Body Slot	Price (Level)	Ability
Bracers of aerial combat	Arms	5,000 (9th)	+1 attack while you or foe is airborne
Gloves of endless javelins	Hands	7,000 (11th)	Create temporary *+1 javelin*
Medallion of aerial defense	Throat	8,000 (11th)	DR 10/magic against ranged attacks if you or foe is airborne
Helm of the hunter	Head	9,000 (12th)	+5 Spot; Far Shot; 1/daylow-light vision anddarkvision for 4 hours
Winged vest	Torso	12,000 (13th)	5/day fly 60 ft. (good) for 5 rounds

benefit of the Far Shot feat. These effects function continuously.

When you activate this helm, you gain low-light vision and darkvision out to 60 feet for 4 hours. This ability functions once per day.

Prerequisites: Craft Wondrous Item, *clairaudience/clairvoyance, darkvision*, possession of a piece of the set.

Cost to Create: 4,500 gp, 360 XP, 9 days.

MEDALLION OF AERIAL DEFENSE

Price (Item Level): 8,000 gp (11th)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration
Activation: —
Weight: —

This medallion is composed of a manticore's head and wings exquisitely crafted in gold and hung from a black leather band.

A *medallion of aerial defense* grants you damage reduction 10/magic against ranged weapons, as long as either you or your attacker is airborne.

Prerequisites: Craft Wondrous Item, *protection from arrows*, possession of a piece of the set.

Cost to Create: 4,000 gp, 320 XP, 8 days.

WINGED VEST

Price (Item Level): 12,000 gp (13th)
Body Slot: Torso
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: 2 lb.

This black leather vest is decorated with fine black scales and has a pair of dragonlike wings folded against its back

When you activate a *winged vest*, it unfolds its manticore wings and allows you to fly at a speed of 60 feet (good maneuverability) for 5 rounds.

A *winged vest* functions five times per day.

Prerequisites: Craft Wondrous Item, *fly*, possession of a piece of the set.

Cost to Create: 6,000 gp, 480 XP, 12 days.

FIVE VIRTUES

Whether brave or meek, you will wake to valor when girded with the *five virtues*, legendary implements of courage brandished by knights of a previous age. When the *five virtues* are worn in part or in whole, bold heroism blazes within your chest.

These five items were created to help knights uphold their values. The abilities granted by the set bolster various abilities of that class (*PH2* 24), but the items are also useful for warriors of other disciplines.

LORE

Characters who have ranks in Knowledge (nobility and royalty), or who have the bardic knowledge ability, can research the *five virtues* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: In an age now past, an order of knights was chartered to defend against illithid incursions. For hundreds of years, the knights fought against all manner of infiltration, control, and even attempts at invading small border kingdoms. Through it all, the knights prevailed, relying on their code to give them strength and resolve. This code was a manifestation of five virtues upon which the order was founded.

Those virtues came to be embodied in a special set of magic items called, appropriately enough, the *five virtues*. The items exemplified honor, freedom, valor, vigilance, and sacrifice.

DC 20: The knightly order is long gone, and even its name is lost to history. However, archivists have studied relics found in the ancient ruins of their stronghold. Through knowledge gained thereby, they learned about the lost virtues of the knights. Archivists suspect, based on clues unearthed in their delvings, that some or all of the *five virtues* might yet be found in far-separated keeps, or perhaps in isolated treasures of long-lived subterranean monsters.

DC 25: Recently, a group of miners opened a new face on a coal seam they had found long ago. Almost immediately they broke into a cavity long sealed from the surface. The cavity contained a warm, salty lake in which eyeless, albino, many-legged creatures swam. Unable to plumb the lake's depth, the miners did find an ancient ruin on the lake's edge—some sort of fortress, calcified under years of dripstone. In it they found some barely preserved records of the knightly order. The incomplete records claimed a dead mind flayer community lay sealed beneath the lake, and within that carcass of ancient evil lay one or more pieces of the *five virtues* stolen from the knights.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

COLLECTION BENEFITS

The wearer of the *five virtues* gains benefits that aid his ability to fight honorably and help his allies.

When you wear two pieces of the set, your eyes shine and sparkle with bravery. When you wear all *five virtues* and activate the power of the *shield of vigor*, the virtues take on a silvery sheen as if lit from a plane where valor and virtue rule supreme.

2 Pieces: You gain a +1 morale bonus on Will saves.

5 Pieces: Adjacent allies gain a +1 bonus to AC.

ARMBAND OF CONFRONTATION

Price (Item Level): 1,400 gp (5th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: —
Weight: —

This bright red band is worn around the bicep.

While wearing an *armband of confrontation*, your fighting challenge (*PH2* 25) lasts an extra 3 rounds.

Prerequisites: Craft Wondrous Item, *divine favor*, possession of a piece of the set.

Cost to Create: 700 gp, 56 XP, 2 days.

CRYSTAL OF ALACRITY

Price (Item Level): 3,500 gp (8th)
Body Slot: — (armor crystal)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: —

This small crystal bears a carved relief of an armored knight.

Five Virtues Pieces and Abilities

Piece	Body Slot	Price (Level)	Ability
Armband of confrontation	Arms	1,400 gp (4th)	Fighting challenge lasts 3 extra rounds
Standard of valor	Shoulders	1,400 gp (5th)	Grant ally extra save against fear effect
Medal of steadfast honor	Throat	1,500 gp (5th)	Immediately stand if knocked prone
Crystal of alacrity	— (armor	3,500 gp (8th)	+5 ft. speed crystal)
Shield of vigor	— (held)	6,170 gp (10th)	*+1 heavy shield* grants fast healing 5 for 3 rounds

Five Virtues Collection Benefits

Pieces Worn	Benefit
2 pieces	+1 on Will saves
5 pieces	Adjacent allies gain +1 AC

When attached to medium or heavy armor, this lesser augment crystal (see page 221 for details) grants you a +5-foot morale bonus to your land speed.

Prerequisites: Craft Magic Arms and Armor, *longstrider*, possession of a piece of the set.

Cost to Create: 1,750 gp, 140 XP, 4 days.

MEDAL OF STEADFAST HONOR

Price (Item Level): 1,500 gp (5th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Immediate (mental)
Weight: —

This heavy gold medal is engraved with a griffon about to take flight.

If you are knocked prone, you can activate a *medal of steadfast honor* to instantly regain your feet in the space where you were standing.

A medal functions once per day, but if you have the knight's challenge class feature (*PH2* 25), you can activate the medal again by expending a daily use of that ability.

Prerequisites: Craft Wondrous Item, *feather fall*, possession of a piece of the set.

Cost to Create: 750 gp, 60 XP, 2 days.

SHIELD OF VIGOR

Price (Item Level): 6,170 gp (10th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: Swift (command)
Weight: 15 lb.

This solid shield is lacquered in white with an image of a gold dragon at the center. A single red tear falls from the dragon's left eye.

This *+1 heavy steel shield* rewards you for your unwavering loyalty and self-sacrifice. When you activate the shield, you gain fast healing 5 for 3 rounds.

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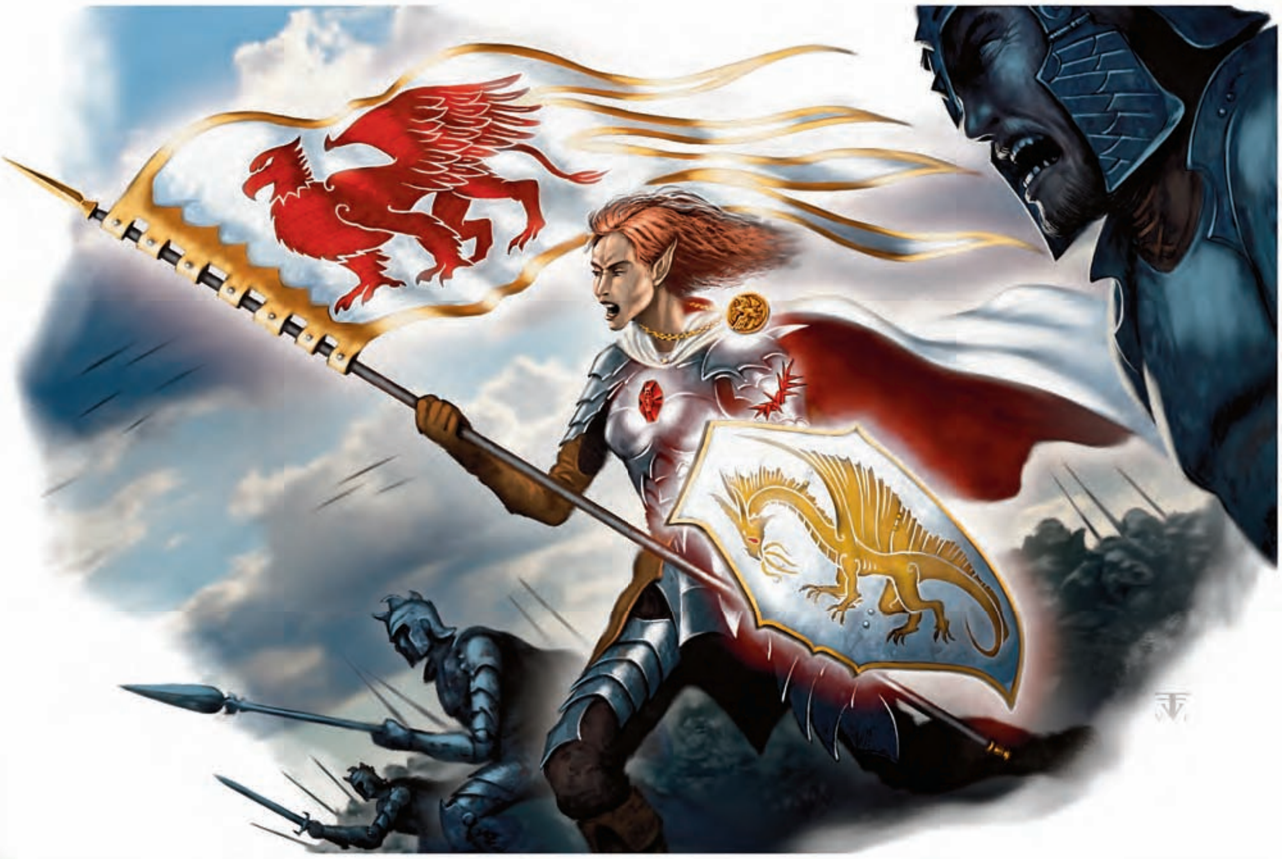

Five virtues

A *shield of vigor* functions once per day, but if you have the knight's challenge class feature (*PH2* 25), you can activate the shield again by expending a daily use of that ability.

Prerequisites: Craft Magic Arms and Armor, *vigor* (*SC* 229), possession of a piece of the set.

Cost to Create: 3,000 gp (plus 170 for masterwork heavy steel shield), 240 XP, 6 days.

STANDARD OF VALOR

Price (Item Level): 1,400 gp (5th)
Body Slot: Shoulders; see text
Caster Level: 10th
Aura: Moderate; (DC 20) abjuration
Activation: Immediate (command)
Weight: 4 lb.

This magnificent standard is emblazoned with the image of a red griffon.

This magic banner is part of a wide mantle you can wear attached to your shoulders. The standard can also be affixed to a pole, spear, or polearm, thus freeing up your shoulders slot but requiring you to wield the weapon to which it is attached in order to gain the item's benefit.

The standard enhances your ability to inspire your allies on the battlefield. When you activate a *standard of valor,* you can grant one ally within 60 feet another save against a fear effect currently affecting him or about to affect him.

A *standard of valor* functions once per day, but if you have the knight's challenge class feature (*PH2* 25) or the marshal's grant move action class feature (*MH* 13), you can activate the *standard of valor* again by expending a daily use of one of those abilities.

Prerequisites: Craft Wondrous Item, *remove fear,* possession of a piece of the set.

Cost to Create: 700 gp, 56 XP, 2 days.

FLEET WARRIOR'S ARRAY

The *fleet warrior's array* is a work of art, both in craftsmanship and magic. Apart, the items prove a great boon, but together they make their wearer as swift as the wind and just as elusive. The items in this set enable the elf warriors it was designed for to move exceptionally quickly, as well as to fight effectively under any conditions and in all types of terrain. While wearing this set, these warriors were almost impossible to capture or even slow down.

The *fleet warrior's array* should appeal to virtually any character, though spellcasters get less benefit from *bracers of blinding strike* than adventurers who focus on weapon attacks. Rogues and other stealthy characters in particular should consider the *fleet warrior's array.* Gaining an extra sneak attack while flanking can be critical, and the benefits to mobility provided by the array allow a rogue to focus less on skills such as Tumble and Escape Artist, and instead invest in other useful skills.

LORE

Characters who have ranks in Knowledge (arcana), or who have the bardic knowledge ability, can research the *fleet warrior's array* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: The *fleet warrior's array* was created by an elf kingdom for a legion of warriors chosen for their speed and endurance. Called the Green Runners, these warriors received special training that built upon their talents. They were noted for tirelessly running long distances and for acting as expert scouts and commandos. The Green Runners were the kingdom's elite fighting force, and bands of Green Runners were occasionally sent to aid the kingdom's allies.

The warriors received pieces of the *fleet warrior's array* as an indication of rank. The highest-ranking members owned all three and were elevated out of the ranks of the legion to serve as an elite cadre of Green Runner guards for the royal family. Each of the elves in this group effectively held the rank of general and acted as an advisor to the king and queen, a position to which every Green Runner could aspire.

Tales of the Green Runners have traveled widely, and in many of the lands surrounding their former kingdom, elves and half-elves tell tales of their bravery and prowess. An elf or half-elf wearing an item from the *fleet warrior's array* is often mistaken for one of the Green Runners by those who know the stories.

DC 20: When the elf kingdom was conquered by its enemies, the Green Runner generals went into hiding, taking with them the pregnant queen and the last hope of preserving the dynasty. They vanished into the depths of a huge and ancient forest, and efforts to locate their hideout proved futile.

When the Green Runners fled into the forest with the elf queen they split into many small groups to confuse their pursuers. The group that guarded the queen never rejoined the rest, and now the Green Runners who remain search for clues to what happened to their leader and her child. If the queen gave birth, the royal heir would now be an adult, perhaps ignorant of his or her heritage.

DC 25: Some say that the Green Runner generals were traitors to the elf kingdom, and they kidnapped the queen for some personal gain. Those who tell these tales blame the fall of the empire on the generals, because the king lacked his best fighters and advisors when the kingdom was attacked and was forced to divide his attention between two foes. That the Green Runners now seek the queen and her child there can be no doubt, but whether the Green Runners who seek them are the generals or those from the rank and file, none can say.

FLEET WARRIOR'S ARRAY PIECES AND ABILITIES

Piece	Body Slot	Price (Level)	Ability
Bracers of blinding strike	Arms	5,000 gp (9th)	+2 initiative; 3/day extra attack with full attack
Sandals of the light step	Feet	9,000 gp (12th)	+10 speed; pass without trace; not slowed by difficult terrain; 1/day *water walk*
Vest of free movement	Torso	12,000 gp (13th)	3/day *freedom of movement* for 3 rounds

FLEET WARRIOR'S ARRAY COLLECTION BENEFITS

Pieces Worn	Benefit
2 pieces	+2 AC against attacks of opportunity
3 pieces	*Dimension door* 1/day

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DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

COLLECTION BENEFITS

Parts of the *fleet warrior's array* give their wearer the ability to dance in and out of melee with impunity, and wearing the whole set allows the wearer to instantaneously travel to a nearby location and take others along. When someone wears the entire set, the mithral parts of the items turn into glowing emeralds that briefly leave a trail of green light in the air as the wearer moves.

2 Pieces: You gain a +2 dodge bonus to AC against attacks of opportunity.

3 Pieces: You can use *dimension door* (CL 7th) as a standard (command) action once per day.

BRACERS OF BLINDING STRIKE

Price (Item Level): 5,000 gp (9th)
Body Slot: Arms
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: — and swift (command)
Weight: 1 lb.

This pair of elegant bracers is crafted from green leather with mithral tracery that looks like vines. Tiny, leaf-shaped plates of silver branch off the mithral to create a glimmering pattern.

These bracers grant you a +2 competence bonus on initiative checks. This is a continuous effect and requires no activation.

When you activate *bracers of blinding strike,* you can make one additional attack with any weapon you are holding, as long as you have already used the full attack action during the turn. This attack is made at your full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with any other effect that grants you an extra attack when making a full attack, such as the Rapid Shot feat, a speed weapon, or the *haste* spell.

This ability can be used three times per day.

Prerequisites: Craft Wondrous Item, *haste,* possession of a piece of the set.

Cost to Create: 2,500 gp, 200 XP, 5 days.

SANDALS OF THE LIGHT STEP

Price (Item Level): 9,000 gp (12th)
Body Slot: Feet
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: — and swift (mental)
Weight: 1 lb.

These exquisite sandals are made of mithral and green leather, and they bear intricate overlapping pieces of leather crafted to look like leaves.

Wearing a pair of *sandals of the light step* provides you with a +10-foot enhancement bonus to your base land speed, and you can ignore any extra movement costs for difficult terrain (*PH* 148). You also leave no tracks, as if affected by *pass without trace.*

When you activate these sandals, you gain the benefit of a *water walk* spell for 60 minutes. You can share this effect with up to five allies adjacent to you when you activate the sandals, though doing this reduces the overall duration accordingly. For example, if you share the effect with one other person, the duration is 30 minutes apiece; if you share it with 5 other people, the duration is 10 minutes apiece. This ability functions once per day.

Prerequisites: Craft Wondrous Item, *longstrider, pass without trace, water walk,* possession of a piece of the set.

Cost to Create: 4,500 gp, 360 XP, 9 days.

VEST OF FREE MOVEMENT

Price (Item Level): 12,000 gp (13th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: Swift (command)
Weight: —

This forest green vest is set with fine mithral studs. Whorls of silver thread create vinelike designs that crawl over its surface.

When activated, a *vest of freedom* grants you *freedom of movement* (as the spell) for 3 rounds. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *freedom of movement,* possession of a piece of the set.

Cost to Create: 6,000 gp, 480 XP, 12 days.

GARB OF THE HUNTING CAT

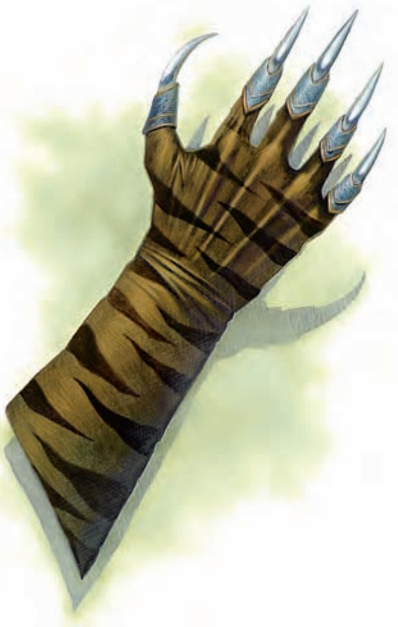
Although made of mere steel and skin, the *garb of the hunting cat* presents a powerful combination of abilities that makes any wearer a deadly predator. This garb gives you the rending claws, incredible stealth, and hunting ability of a tiger. While anyone can wear the garb and become like the beast, only the most skilled combatants can use the abilities of the *garb of the hunting cat* to their fullest.

Characters of any melee-oriented class can find the *garb of the hunting cat* useful, but the set provides benefits most suited to rangers, rogues, ninjas, and scouts. Feats that help you capitalize on the set's abilities include Spring Attack and Two-Weapon Fighting.

LORE

Characters who have ranks in Knowledge (arcana), or who have the bardic knowledge ability, can research the *garb of the hunting cat* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: The *garb of the hunting cat* first came to light due to a number of shocking attacks upon human and elf settlements. The countryside was terrorized by strange, tigerlike people who would slaughter whole villages. The creatures were difficult to track and, when overmatched, vanished into thin air. When at last one



Claw gloves

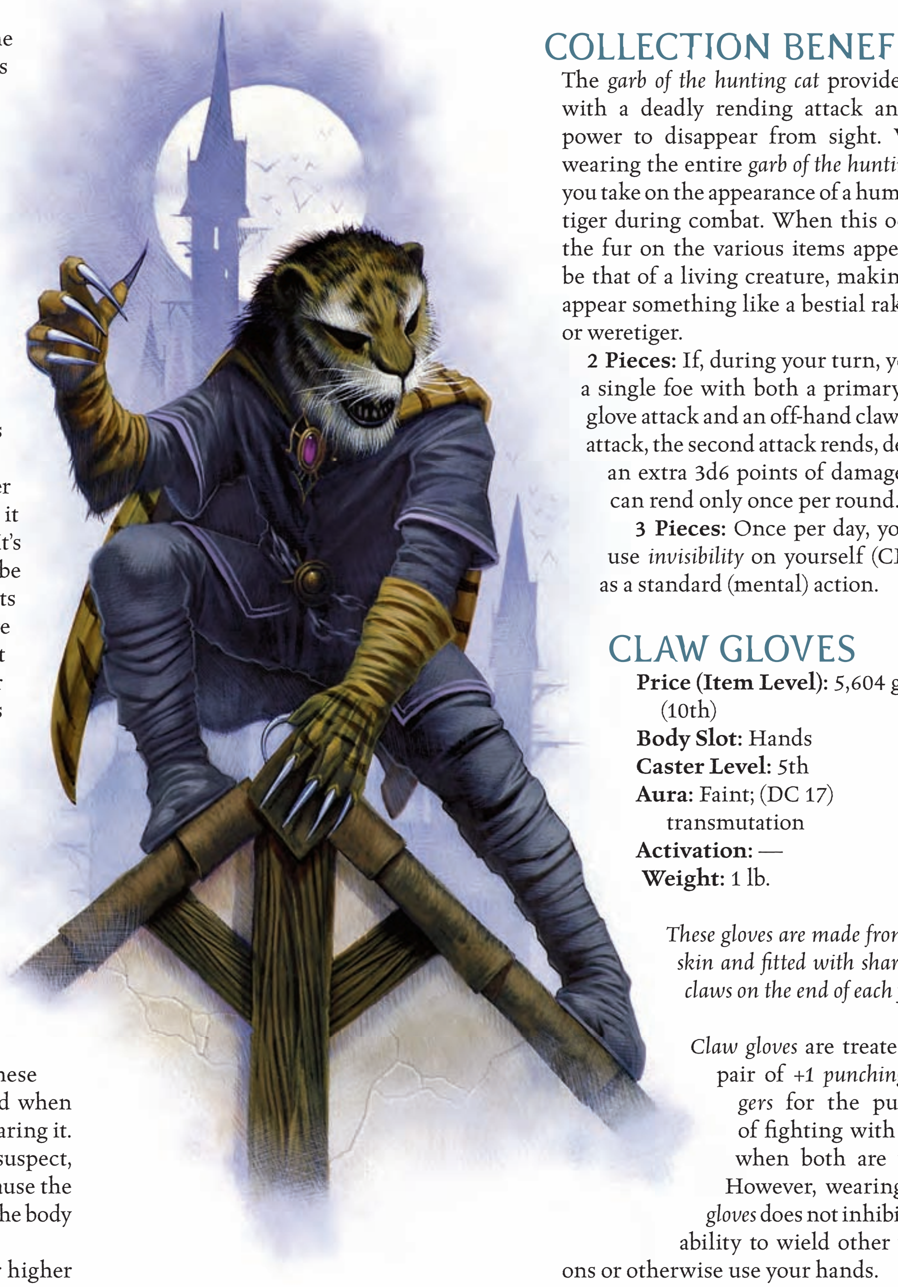
was killed, the victors discovered not a monster but a man wearing the *garb of the hunting cat.*

DC 20: Those who attacked the elves and humans were members of a cult of rakshasa worshipers. Each of the cultists was outfitted with a set of the *garb of the hunting cat,* and participating in a “hunt” against other humanoids was a necessary part of the rite of passage to receive a set. Most of the sets ended up in the hands of those who survived cultist assaults and were later sold.Many who now wear parts of the *garb of the hunting cat* are ignorant of the set’s bloody history.

DC 25: The raksasha at the center of the cult was confronted, but it escaped and might still be alive. It’s said that the evil creature can be recognized in any form it adopts because its natural form has pure white fur without stripes, and it seems incapable of creating hair with any pigment when it adopts another shape.

Many of those who have collected the entire *garb of the hunting cat* set have died by the claws of some kind of an animal. Stories abound of hunting trips gone wrong, supposedly domesticated beasts going wild, and even of terrible bloody deaths behind locked doors that no animals should be able to penetrate. The common thread through all these stories is that the death occurred when the owner of the garb was not wearing it. If the rakshasa is at fault, as many suspect, its motives remain a mystery because the pieces are always left behind with the body of their owner.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.



Garb of the hunting cat

Illus. by W. England

COLLECTION BENEFITS

The *garb of the hunting cat* provides you with a deadly rending attack and the power to disappear from sight. When wearing the entire *garb of the hunting cat,* you take on the appearance of a humanoid tiger during combat. When this occurs, the fur on the various items appears to be that of a living creature, making you appear something like a bestial rakshasa or weretiger.

2 Pieces: If, during your turn, you hit a single foe with both a primary claw glove attack and an off-hand claw glove attack, the second attack rends, dealing an extra 3d6 points of damage. You can rend only once per round.

3 Pieces: Once per day, you can use *invisibility* on yourself (CL 3rd) as a standard (mental) action.

CLAW GLOVES

Price (Item Level): 5,604 gp (10th)
Body Slot: Hands
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: 1 lb.

These gloves are made from tiger skin and fitted with sharp steel claws on the end of each finger.

Claw gloves are treated as a pair of *+1 punching daggers* for the purpose of fighting with them when both are worn. However, wearing *claw gloves* does not inhibit your ability to wield other weapons or otherwise use your hands.

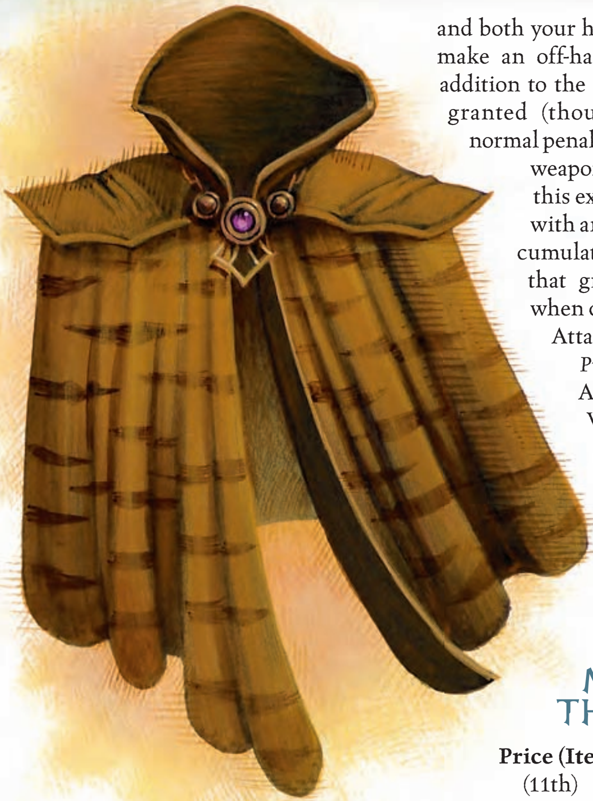
In addition, if you charge or use Spring Attack while you are wearing *claw gloves*

Garb of the Hunting Cat Pieces and Abilities

Piece	Body Slot	Price (Level)	Ability
Mask of the tiger	Face	4,000 gp (8th)	Gain Track (or +5 Survival); low-light vision
Claw gloves	Hands	5,604 gp (10th)	*+1 punching daggers;* two claw attacks on charge or Spring Attack
Mantle of the predator	Shoulders	8,000 gp (11th)	+5 on Hide and Move Silently; +1d6 against foes denied Dex bonus to AC

Garb of the Hunting Cat Collection Benefits

Pieces Worn	Benefit
2 pieces	Rend with *claw gloves*
3 pieces	1/day *invisibility*



Mantle of the predator

Illus. by W. England

and both your hands are empty, you can make an off-hand *claw glove* attack in addition to the normal *claw glove* attack granted (though both attacks take normal penalties for fighting with two weapons). You can't combine this extra attack with an attack with any other weapon, nor is it cumulative with any other effect that grants you extra attacks when charging or using Spring Attack.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *magic fang*, possession of a piece of the set.

Cost to Create: 2,500 gp (plus 604 gp for two masterwork punching daggers), 200 XP, 5 days.

MANTLE OF THE PREDATOR

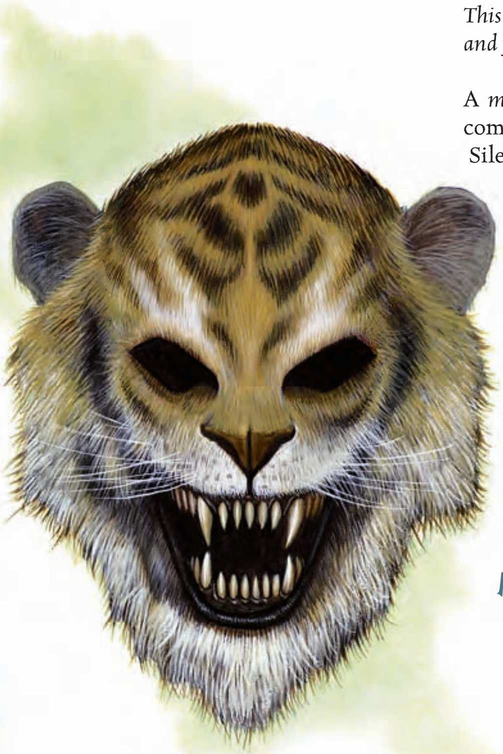
Price (Item Level): 8,000 gp (11th)
Body Slot: Shoulders
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: 2 lb.

This short, flexible cape is made from tiger skin and feels warm to the touch.

A *mantle of the predator* grants you a +5 competence bonus on Hide and Move Silently checks. In addition, you deal an extra 1d6 points of damage with melee attacks against foes denied their Dexterity bonus to AC. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to this extra damage.

Prerequisites: Craft Wondrous Item, *cat's grace*, possession of a piece of the set.

Cost to Create: 4,000 gp, 320 XP, 8 days.



Mask of the tiger

MASK OF THE TIGER

Price (Item Level): 4,000 gp (8th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: 1 lb.

This steel mask is covered with tiger skin and fitted with actual tiger teeth.

A *mask of the tiger* provides you with the benefit of the Track feat (or, if you already have that feat, a +5 competence bonus on Survival checks). In addition, you gain low-light vision.

Prerequisites: Craft Wondrous Item, *low-light vision* (SC 134), possession of a piece of the set.

Cost to Create: 2,000 gp, 160 XP, 4 days.

GHARYN'S MONASTIC ARRAY

The half-moon shaped blade of the kama is dangerous enough, but it becomes deadly when infused with the power of *ki*. When wielding this array of monastic tools, you become as the wind: at times violent and unstoppable, at other times a darting blur of speed.

Gharyn's monastic array is most useful for a monk, especially one who uses a kama to enhance her hand-to-hand fighting. Each of the items allows its wielder to better mimic the natural movements of a certain animal, and some wielders believe that by mimicking motions found in nature, they will be able to merge their physical and spiritual consciousnesses.

LORE

Characters who have ranks in Knowledge (arcana), or who have the bardic knowledge ability, can research *Gharyn's monastic array* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: The original monastic array was discovered amid the ashes of a fallen monk known as Gharyn. He died sacrificing his life to protect his brother monks from the wrath of a red dragon. Many believe that the dragon's fire charged Gharyn's array with magical power.

DC 20: The Monastery of the Lone Dove, a haven for ascetic monks devoted to Pelor, had strict policies of asceticism, silence, and discipline. Brothers ate two bowls of rice per day, were allowed to speak ten words outside of prayer, and had to be in their chambers by sundown. Some brothers chafed under this strict regimen. One was a monk named Gharyn.

Gharyn didn't believe such restrictions applied to him. While he espoused the support of law and order, he felt the monastery's strictures were meaningless, and he claimed they even hindered the success of a lawful society. Needless to say, this belief did not make him particularly popular among his very conservative and traditional brothers. He knew that a change was needed, but that it had to occur gradually for the brothers to accept it.

Gharyn slowly altered his behavior and routine. He substituted barley for his bowl of rice and used long, multisyllabic words for his ten per day. He was in his room by sundown, but stayed up well past midnight.

While many brothers objected to his actions, Gharyn developed a cult following in the monastery. He began to train his supporters in unusual fighting styles from around the world. He urged them to reject meaningless strictures, but encouraged people to follow the greater rules of society. This was not a rejection of order as much as an acknowledgment of the universe's true laws and mysteries.

The Monastery of the Lone Dove had begun proceedings to expel Gharyn, but fate stepped in when a flight of rampaging dragons attacked. Many of the monks, so used to their daily routines, were unable to conduct a proper defense against a siege by dragons. Gharyn took charge and led the monks in battle, proving an able leader. In the end, he sacrificed himself by shielding the other monks from the breath of a red dragon. His sacrifice gave the others time to mount an offense that repelled the dragons. In his ashes, three items remained: a set of foot wrappings, a mask, and a kama.

The items that remained among Gharyn's ashes became the uniform of the Monastery of the Lone Dove. The monks traveled far and wide, popularizing the beliefs—and attire—of Gharyn.

DC 25: A monk named Nobara Lame decries Gharyn's memory, saying that those who fondly remember the rebellious monk are lying to themselves: Strictures bring structure, structure lends itself to law and an ascetic lifestyle. Nobara's anger over the rebellious spirit popularized by Gharyn's "lucky" sacrifice has grown so extreme that his days are now spent traveling between monasteries to proclaim his views. Whenever he comes upon someone wearing a piece of *Gharyn's monastic array*, whether original or a copy, he calls that person out in a duel to the death.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

COLLECTION BENEFITS

Any combination of two parts of *Gharyn's monastic array* grants deadly efficacy to your stunning attacks and gives your physical movement an animalistic swiftness and savagery. When using all three pieces, your arm briefly seems to take the form of a striking scorpion's tail.

2 Pieces: Add +1 to the save DC of your Stunning Fist attacks.

3 Pieces: When you score a critical hit with a *scorpion kama*, you can expend one of your daily uses of Stunning Fist as a free action to make that attack a stunning attack. (If you don't have the Stunning Fist feat, this benefit has no effect).

COBRA STRAPS

Price (Item Level): 1,400 gp (5th)
Body Slot: Feet
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Free (mental)
Weight: —

These simple green straps are meant to be wrapped around the feet.

When you make an unarmed attack at the end of a charge, immediately after you attempt the attack, you can activate *cobra straps* to move 5 feet away from the target without provoking attacks of opportunity.

Prerequisites: Craft Wondrous Item, *expeditious retreat*, possession of a piece of the set.

Cost to Create: 700 gp, 56 XP, 2 days.

PANTHER MASK

Price (Item Level): 2,700 gp (7th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: —

This silk half-mask unmistakably mimics the visage of a hunting cat.

A *panther mask* grants you the benefit of the Run feat. If you wear light or no armor, you also gain a +5-foot enhancement bonus to your land speed.

Prerequisites: Craft Wondrous Item, *longstrider*, possession of a piece of the set.

Cost to Create: 1,350 gp, 108 XP, 3 days.

SCORPION KAMA

Price (Item Level): 6,302 gp (10th)
Body Slot: — (held)
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Activation: —
Weight: 2 lb.

This simple kama is unadorned except for a single scorpion etched into the blade.

This *+1 kama* deals damage equal to your unarmed strike damage (if that is greater than the normal damage for a kama).

Prerequisites: Craft Magic Arms and Armor, Stunning Fist, *magic weapon*, possession of a piece of the set.

Cost to Create: 3,000 gp (plus 302 gp for masterwork kama), 240 XP, 6 days.

GHARYN'S MONASTIC ARRAY PIECES AND ABILITIES

Piece	Body Slot	Price (Level)	Ability
Cobra straps	Feet	1,400 gp (5th)	1/day move 5 feet after charge
Panther mask	Face	2,700 gp (7th)	Run; +5-ft. bonus to speed in light or no armor
Scorpion kama	— (held)	6,302 gp (10th)	*+1 kama* deals unarmed strike damage

GHARYN'S MONASTIC ARRAY COLLECTION BENEFITS

Pieces Worn	Benefit
2 pieces	+1 to Stunning Fist attack DC
3 pieces	Critical hit with *scorpion kama* delivers Stunning Fist attack

INSTRUMENTS OF THE BLOOD GIFT

The three *instruments of the blood gift* fuel magic through personal sacrifice. When precious blood is spilled, magical energy is unleashed. With the proper instruments, that energy can be harnessed, directed, and used toward ends both foul and fair.

The *instruments of the blood gift* are most useful for sorcerers who want to further enhance their sorcery—if they aren't too squeamish to sacrifice their own blood. Characters of draconic origin can also make use of the instruments' power, regardless of class.

LORE

Characters who have ranks in Knowledge (arcana), or who have the bardic knowledge ability, can research the *instruments of the blood gift* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: The *instruments of the blood gift* were created by a sorcerer named Palamandius, who used the principle behind their manufacture to free himself and other sorcerers from the tyranny of a mysterious group called the Wizards of the Pure.

DC 20: A cabal known as the Wizards of the Pure sought to eliminate all inborn magical talent in the world. The cabal despised all those who came by their magic from birth without study or sacrifice—they equated such gifts with devilish pacts and demonic corruption. The Pure spoke of the dangers of uncontrolled magical ability and "untrained talent."

In truth, the Wizards of the Pure did more than seek—they sent out agents to secretly round up a sampling of sorcerers and other spontaneous spellcasters. Across many lands, sorcerers of power large and small went missing.

The captives found themselves bound within the confines of a dead zone where magic, both inborn and learned, was suppressed. There they were housed, without explanation and without hope of release. The Wizards of the Pure hoped that they could kill a creature's talent for sorcery if the flame was doused long enough. All the kidnapped sorcerers served the Pure as subjects in this hateful experiment.

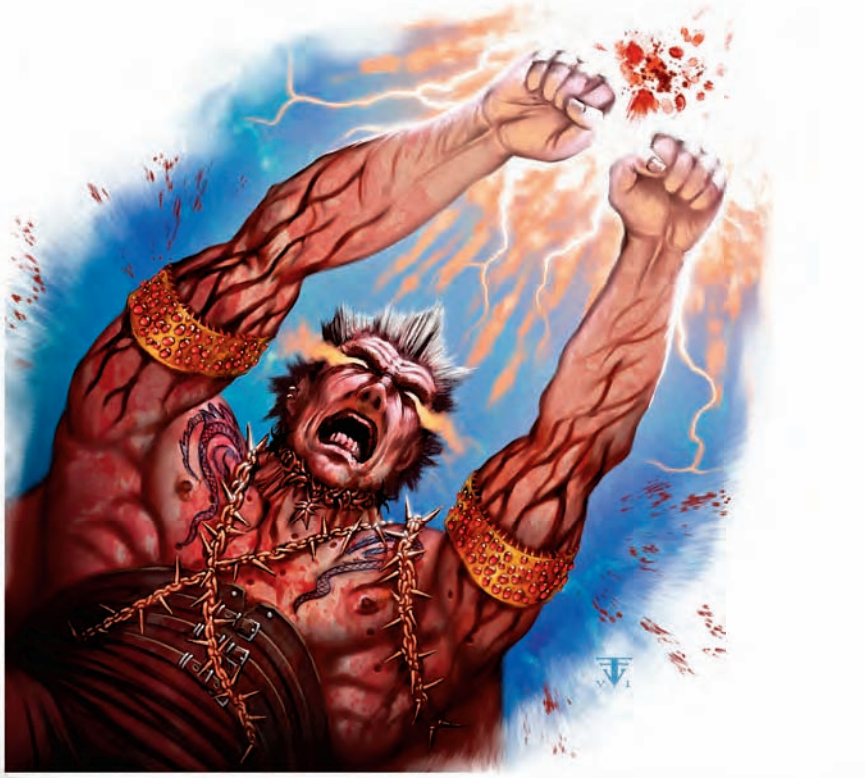
Fortunately for the captives, one among them, a spellscale (see *Races of the Dragon*) named Palamandius, possessed particular talent. In his dreams, he could almost taste again the magic that once ran in his blood. In those dreams, he found salvation. Using the power of his own blood to wake and catalyze his suppressed sorcery—even within the dead magic zone—he blasted himself and his companions free. Unprepared for the escape, the Pure saw its power base destroyed.

With the insight gained while in captivity, Palamandius crafted his item set, which is powered through a sacrifice of blood. As a result, he named them the *instruments of the blood gift.*

DC 25: A scattering of surviving members of the Wizards of the Pure still lurk in large cities and villages. Now and then, one or more of them, working alone or in temporary alliance, decides to murder a passing sorcerer out of fear and rage over the splintering of their once-powerful cabal.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

Illus. by F. Vohwinkel



Instruments of the blood gift

COLLECTION BENEFITS

When you wear two *instruments of the blood gift,* your eyes take on a reddish tint and your skin becomes faintly ruddy. When wearing all three parts, your eyes smolder with liquid fire and your skin flushes with empowered blood.

2 Pieces: You automatically stabilize when reduced to –1 to –9 hit points.

3 Pieces: You can expend a sorcerer spell slot as a swift (command) action to heal yourself of a number of points of damage equal to twice the spell slot's level. This ability functions three times per day.

BANDS OF BLOOD RAGE

Price (Item Level): 2,600 gp (7th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: Swift (mental)
Weight: 2 lb.

These armbands are made from red gold studded with tiny rubies. Dozens of needle-sharp spikes extend slightly from the inside of the bands.

Each time you don *bands of blood rage,* they deal 1 point of damage to you. This damage can't be healed as long as you wear these armbands.

When you activate *bands of blood rage,* you and any willing ally within 30 feet can enter a blood rage that lasts for 5 rounds.

INSTRUMENTS OF THE BLOOD GIFT PIECES AND ABILITIES

Piece	Body Slot	Price (Level)	Ability
Bands of blood rage	Arms	2,600 gp (7th)	3/day grant blood rage
Barb of retribution	Hands	4,500 gp (9th)	1/day force enemy to reroll save with penalty
Blood claw choker	Throat	12,000 gp (13th)	+2 Con; 2/day regain sorcerer spell slot

INSTRUMENTS OF THE BLOOD GIFT COLLECTION BENEFITS

Pieces Worn	Benefit
2 pieces	Automatically stabilize at –1 to –9 hp
3 pieces	3/day expend sorcerer spell slot to heal damage

This blood rage can't be ended prematurely except by unconsciousness or any effect that would end a rage (such as a *calm emotions* spell). Unlike a barbarian's rage, the blood rage doesn't limit your actions in any way.

While in a blood rage, a character gains a +5 morale bonus on melee weapon damage rolls. However, each affected creature also takes 5 points of damage each round at the end of its turn as its own body suffers under the strain. If you are a sorcerer or you have the dragonblood subtype (see *Races of the Dragon* or *Dragon Magic*), you also gain a +5 morale bonus on damage with your arcane spells while in a blood rage created by bands you wear.

Bands of the blood rage function three times per day.

Prerequisites: Craft Wondrous Item, *rage*, sorcerer or dragonblood subtype, possession of a piece of the set.

Cost to Create: 1,300 gp, 104 XP, 3 days.

BARBS OF RETRIBUTION

Price (Item Level): 4,500 gp (9th)
Body Slot: Hands
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: Immediate (mental)
Weight: 1 lb.

These barbed chains are forged of reddish metal.

Each time you don *barbs of retribution*, they deal 1 point of damage to you. This damage can't be healed as long as you wear these barbed hand wrappings.

When you activate *barbs of retribution* and sacrifice a sorcerer spell slot of 2nd level or higher, you can force an enemy within 30 feet to reroll a saving throw that just succeeded, with a penalty equal to half the level of the spell sacrificed. This effect manifests as a stream of arcane energy flowing from your hands toward the target.

If you have the dragonblood subtype (see *Races of the Dragon* or *Dragon Magic*), you can instead sacrifice your own hit points when activating the barbs. You must sacrifice at least 5 hit points, and the rerolled save is made with a penalty equal to –1 per 5 hit points expended (maximum –5 for 25 hit points spent). This effect manifests as a stream of fiery blood flowing from your hands toward the target.

Barbs of retribution function once per day.

Prerequisites: Craft Wondrous Item, *bestow curse*, sorcerer or dragonblood subtype, possession of a piece of the set.

Cost to Create: 2,250 gp, 180 XP, 5 days.

BLOOD CLAW CHOKER

Price (Item Level): 12,000 gp (13th)
Body Slot: Throat
Caster Level: 12th
Aura: Strong; (DC 21) necromancy and transmutation
Activation: — and swift (mental)
Weight: —

This unusual device appears to be some sort of amulet worn as a choker necklace. However, sharp barbs point inward, and look capable of shredding muscle and flesh.

Each time you don a *blood claw choker*, it deals 1 point of damage to you. This damage can't be healed as long as you wear the item.

A *blood claw choker* grants you a +2 enhancement bonus to your Constitution score. This effect functions continuously.

In addition, when you activate a *blood claw choker*, you regain any one sorcerer spell slot that you have already used today (up to a maximum of 5th level). The slot becomes available as if you had never cast a spell of that level. At the time you activate it, the choker deals damage to you equal to twice the level of the spell slot regained. This ability functions twice per day.

Prerequisites: Craft Wondrous Item, *bear's endurance*, *vampiric touch*, possession of a piece of the set.

Cost to Create: 6,000 gp, 480 XP, 12 days.

RAIMENT OF THE FOUR

The items of the *raiment of the four* are energized by the four cornerstones of the world: earth, sky, sea, and sun. When you don pieces of the four, you become more attuned with reality itself, even gaining a measure of control over it.

Individual items from the raiment are useful to any character, and the entire set is particularly useful for druids, rangers, and any other spellcasters who travel to difficult, dangerous places.

LORE

Characters who have ranks in Knowledge (arcana) or Knowledge (nature), or who have the bardic knowledge ability, can research the *raiment of the four* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: A charismatic druid named Alain made his home in the village of Ra'anan. The village was the target of various natural disasters—droughts, floods, tornados, and more. Alain was able to fend off many of these disasters because of his bond with nature. One night a vision came to him, instructing him in the methods to create a set of magic items tied to the earth, sky, sea, and sun. Following the instructions from his vision, Alain traveled to the four corners of the world to gather the necessary components for each item.

Once constructed, the *raiment of the four* aided Alain in his exploits, which eventually expanded beyond the small village in which he was born. With the raiment he could travel safely through deadly areas of the world, and survive once there. Alain

Raiment of the Four Pieces and Abilities

Piece	Body Slot	Price (Level)	Ability
Gloves of the starry sky	Hands	1,100 gp (4th)	Emit *light*; 3/day spontaneously cast *magic missile*
Goggles of the golden sun	Face	4,000 gp (8th)	Immune to blindness, dazzling; 3/day spontaneously cast *fireball*
Periapt of the sullen sea	Throat	6,000 gp (10th)	Hold breath 12 hours; 2/day spontaneously cast *freedom of movement*
Belt of the wide earth	Waist	8,000 gp (11th)	Carrying capacity doubled; 2/day spontaneously cast *teleport*

Raiment of the Four Collection Benefits

Pieces Worn	Benefit
2 pieces	Resistance to cold 5
3 pieces	Resistance to cold 5, electricity 5
4 pieces	Resistance to cold 5, electricity 5, and fire 5; 1/day *commune* (4 questions)

traveled the worlds for the rest of his days, never again returning to Ra'anan.

DC 20: Alain's spirit is said to be drawn to pieces of the raiment. If all four pieces are brought together, Alain's spirit can communicate with the wearer, imparting secrets of the multiverse.

DC 25: The orc shaman Grotarb the Sly once wore the *raiment of the four*, but only briefly. The orcs of Grotarb's tribe heard strange cries in the night from the shaman's private cavern. The next day, the orcs of the tribe found the drowned, burned, and partly dismembered body of their shaman, but no pieces of the raiment. It's said to this day that Grotarb's dark spirit is sometimes drawn to those who find two or more pieces of the raiment, hoping to visit upon them the same harm that the great spiritual force visited upon him.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

COLLECTION BENEFITS

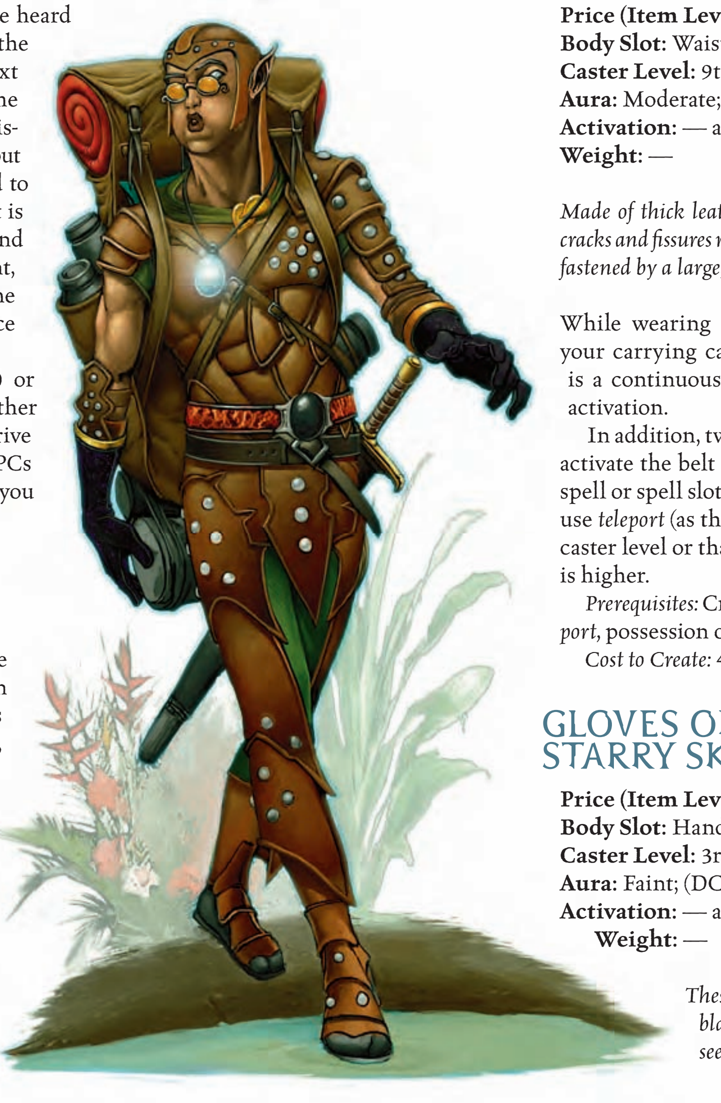
Wearing multiple pieces of the *raiment of the four* grants you an increasing number of protections derived from aspects of the sky, sun, sea, and earth.

When you wear all four parts and use a *belt of the wide earth* to teleport, it seems as if a pillar of fire strikes down from the sky to engulf you (and anyone else being transported). When the flame dissipates, the travelers are gone.

2 Pieces: You gain resistance to cold 5; this stacks with any similar resistances you have from your race, class, or template.

3 Pieces: You gain resistance to cold 5 and electricity 5, which stacks as described above.

4 Pieces: You gain resistance to cold 5, electricity 5, and fire 5, which stacks as described above. Once per day, you can ask four questions of the spirit of the druid Alain, as the *commune* spell (CL 9th), but using this ability negates the energy resistances granted by the raiment until the next sunrise.



Raiment of the four

Illus. by J. Thomas

BELT OF THE WIDE EARTH

Price (Item Level): 8,000 gp (11th)
Body Slot: Waist
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: — and standard (mental)
Weight: —

Made of thick leather, this belt is covered in cracks and fissures reminiscent of dry earth and fastened by a large, obsidian buckle.

While wearing a *belt of the wide earth*, your carrying capacity is doubled. This is a continuous effect and requires no activation.

In addition, two times per day you can activate the belt and sacrifice a prepared spell or spell slot of 5th level or higher to use *teleport* (as the spell), using your own caster level or that of the belt, whichever is higher.

Prerequisites: Craft Wondrous Item, *teleport*, possession of a piece of the set.

Cost to Create: 4,000 gp, 320 XP, 8 days.

GLOVES OF THE STARRY SKY

Price (Item Level): 1,100 gp (4th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint; (DC 15) evocation
Activation: — and standard (mental)
Weight: —

These supple gloves are velvet black. In their darkness, stars seem to swim.

While wearing *gloves of the starry sky*, you emit a bright, silvery radiance equivalent to a *light* spell. You can douse or renew this light with a standard (mental) action.

In addition, three times per day you can activate these gloves and sacrifice a prepared spell or spell slot of 1st level or higher to use *magic missile* (as the spell), using your own caster level rather than that of the gloves. The missiles created by the gloves appear as a series of tiny falling stars.

Prerequisites: Craft Wondrous Item, *magic missile*, possession of a piece of the set.

Cost to Create: 550 gp, 44 XP, 2 days.

GOGGLES OF THE GOLDEN SUN

Price (Item Level): 4,000 gp (8th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: — and standard (mental)
Weight: —

The reflective gold lenses of these goggles are gripped in thick midnight blue steel wrapped in leather.

While wearing *goggles of the golden sun*, you are immune to blindness and dazzling effects. This is a continuous effect and requires no activation.

In addition, three times per day you can activate these goggles and sacrifice a prepared spell or spell slot of 3rd level or higher to use *fireball* (as the spell; Reflex DC 14 half), using your own caster level or that of the goggles, whichever is higher. The *fireball* created by the gloves resembles a hurtling, exploding comet.

Prerequisites: Craft Wondrous Item, *fireball*, possession of a piece of the set.

Cost to Create: 2,000 gp, 160 XP, 4 days.

PERIAPT OF THE SULLEN SEA

Price (Item Level): 6,000 gp (10th)
Body Slot: Throat
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: — and standard (mental)
Weight: —

This sea-blue gem seems to shiver and flow, as a drop of seawater barely able to maintain its shape.

While wearing a *periapt of the sullen sea*, you can hold your breath for up to 12 hours before having to make Constitution checks. This is a continuous effect and requires no activation.

In addition, two times per day you can activate the periapt and sacrifice a prepared spell or spell slot of 4th level or higher to use *freedom of movement* (as the spell), using your own caster level or that of the periapt, whichever is higher.

Prerequisites: Craft Wondrous Item, *freedom of movement*, possession of a piece of the set.

Cost to Create: 3,000 gp, 240 XP, 6 days.

RAIMENT OF THE STORMWALKER

To wear the *raiment of the stormwalker* is to become the storm. With it, you can travel on the thunderclouds and strike at foes like lightning. Cloaked in clouds, booming like thunder, and crackling with electricity, you become a tempest.

The *raiment of the stormwalker* works best in the hands of a monk, druid, or other character who enters melee but prefers not to wear armor. In particular, a druid should consider the items of this set, as its powers are available while in wild shape. However, a character of any class should consider collecting at least two pieces of the set to gain some of the raiment's lesser collection benefits and the abilities of the desired items.

LORE

Characters who have ranks in Knowledge (arcana) or Knowledge (nature), or who have the bardic knowledge ability, can research the *raiment of the stormwalker* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: The first Stormwalker was a half-orc druid. Unwelcome in the societies of both parents, he learned to live in the wilderness. The seasons were his teachers, and the beasts his family. The half-orc brought the rains to wash away his father's village and a lightning strike to consume his mother's home. Then he took the storm as his symbol and came to be known as the Stormwalker. He crafted the first *raiment of the stormwalker* for himself, and since his death, the secrets of its creation and the title of Stormwalker have been passed on to others.

DC 20: The first Stormwalker was killed by his half-sister in revenge for his deadly attack on their human mother's home. She was killed out of vengeance as well, dying at the hands of the Stormwalker's orc father, who desired the power of his son's creations. The secrets of the raiment thus passed into the possession of both orcs and humans, and now druids of both races claim the Stormwalker title, crafting items with the same name.

DC 25: An inescapable vortex of vengeance seems to follow those who wear the whole raiment. No curse can be detected on the items, but putting on the whole raiment and becoming one of the Stormwalkers always seems a harbinger of trouble to come. Old enemies return and the wearer soon finds that once-fast friends become foes.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

COLLECTION BENEFITS

Wearing multiple pieces of the *raiment of the stormwalker* gives you the power to create clouds, call down electricity from the sky, and laugh off lightning strikes.

When you wear the entire *raiment of the stormwalker*, the *robe of thunder* flashes with lightning that crackles across the other parts of the raiment.

All the collection benefits of the raiment function normally for and can be activated by a druid while in wild shape, even if the items have melded with her form and would otherwise be considered nonfunctional.

2 Pieces: You can use *obscuring mist* (CL 5th) as a standard (mental) action three times per day.

3 Pieces: You can use *call lightning* (CL 5th) as a standard (mental action) once per day.

4 Pieces: You take only half damage from electricity. If such an attack allows a save for half damage, you instead take no damage on a successful save.

RAIMENT OF THE STORMWALKER PIECES AND ABILITIES

Body Piece	Slot	Price (Level)	Ability
Stormfire ring	Ring	4,000 (8th)	5/day *faerie fire* deals 1d6 damage/round for 5 rounds
Bracers of lightning	Arms	11,000 (13th)	Attacks deal +1d6 electricity damage
Robe of thunder	Body	38,000 (17th)	Take half or no damage from sonic attacks; deal 2d6 sonic damage to attackers
Cloudwalker anklets	Feet	50,000 (18th)	Continuous *air walk*

RAIMENT OF THE STORMWALKER COLLECTION BENEFITS

Pieces Worn	Benefit
2 pieces	3/day *obscuring mist*
3 pieces	1/day *call lightning*
4 pieces	Half or no damage from electricity

BRACERS OF LIGHTNING

Price (Item Level): 11,000 gp (13th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Swift (mental)
Weight: 1 lb.

Each of these wide, faintly glowing bracers is made of four thin, rectangular quartz crystals joined by narrow silver bands.

A set of *bracers of lightning* allows you to charge your melee and ranged weapon attacks with electricity. When you activate the bracers, they visibly crackle with electricity for 1 round. During this time, your melee and ranged attacks gain the shock property (*DMG* 225). Even your melee touch attacks deal this extra electricity damage.

A druid can activate this item while in wild shape.

Prerequisites: Craft Wondrous Item, *call lightning*, possession of a piece of the set.

Cost to Create: 5,500 gp, 440 XP, 11 days.

CLOUDWALKER ANKLETS

Price (Item Level): 50,000 gp (18th)
Body Slot: Feet
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: —

Designed to go around the wearer's ankles, each of these bands consists of two half-circles of carved quartz joined by a silver hinge and clasp.

Cloudwalker anklets allow you to move through the air as if affected by an *air walk* spell.

A druid benefits from wearing this item even while in wild shape.

Prerequisites: Craft Wondrous Item, *air walk*, possession of a piece of the set.

Cost to Create: 25,000 gp, 2,000 XP, 50 days .

ROBE OF THUNDER

Price (Item Level): 38,000 gp (17th)
Body Slot: Body
Caster Level: 13th
Aura: Strong; (DC 21) transmutation
Activation: — or standard (mental)
Weight: 1 lb.

This silk robe roils with the colors of storm clouds, constantly shifting in shade and hue.

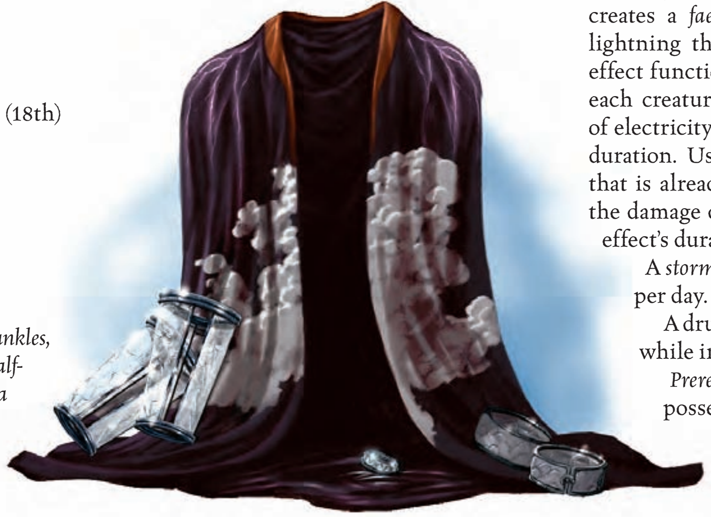
While you wear a *robe of thunder*, you take only half damage from sonic attacks. If such an attack allows a save for half damage, you instead take no damage with a successful save. This is a continuous effect and requires no activation.

When activated, a *robe of thunder* surrounds you in an invisible, faintly rumbling aura of thunder that lasts for 5 rounds (Listen DC 10 to hear the aura). This aura deals 2d6 points of sonic damage to any creature striking you with a natural attack or nonreach melee weapon. This ability functions three times per day.

A druid benefits from wearing this item and can activate it even while in wild shape.

Prerequisites: Craft Wondrous Item, *control weather*, possession of a piece of the set.

Cost to Create: 19,000 gp, 1,520 XP, 38 days.



Raiment of the stormwalker

STORMFIRE RING

Price (Item Level): 4,000 gp (8th)
Body Slot: Ring
Caster Level: 12th
Aura: Strong; (DC 21) evocation
Activation: Standard (mental)
Weight: —

This ring of faceted clear crystal contains a faint blue-white glow.

When you activate a *stormfire ring*, it creates a *faerie fire* effect of crackling lightning that lasts for 5 rounds. This effect functions as the spell, except that each creature affected takes 1d6 points of electricity damage each round for the duration. Using the ring on a creature that is already affected doesn't increase the damage dealt, but it does extend the effect's duration.

A *stormfire ring* functions five times per day.

A druid can activate this item even while in wild shape.

Prerequisites: Forge Ring, *faerie fire*, possession of a piece of the set.

Cost to Create: 2,000 gp, 160 XP, 4 days.

Illus. by B. Hagan

REGALIA OF THE HERO

The three pieces of the *regalia of the hero* are excellent tools for inspiring trust in others. The trappings aid their wearer by enabling him to aid others. Through mere desire, the wearer can inspire trust and greatness, and pull victory from seemingly insurmountable odds.

The *regalia of the hero* is useful for a bard or a marshal (*MH* 11), or anyone who wants to motivate allies (or oneself) to greater heights of ability and increase his chance of success.

LORE

Characters who have ranks in Knowledge (arcana), or who have the bardic knowledge ability, can research the *regalia of the hero* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

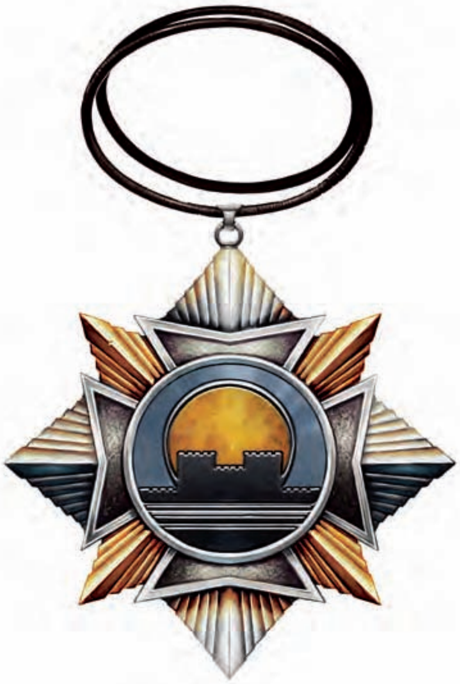
DC 15: The three items of this set belonged to a courageous soldier named Reynard. He sacrificed his life to allow his fellow soldiers to escape from an army of orcs. Many believe that his sacrifice empowered the regalia, allowing them to inspire future generations.

DC 20: Bards fondly recall in song and prose the Coalition of the Bulwark, whose brave sacrifices enabled the defeat of a great orc invasion. One of the great heroes of the war was a young soldier named Reynard Ellison.

Reynard served as an elite scout for the army, but his best talents lay elsewhere. His songs were electrifying, his words calmed fears, and his very presence in combat seemed to steady the hands of his allies on their weapons.

During the war, Reynard conducted a raid into the heart of the orcs' offense. The raid successfully discovered the orc's plans and codes, but before the raiders could retreat, the creatures mounted a fierce counterattack. Reynard fought in the rear guard as they retreated, his encouraging shouts and skill with his blade allowing his fellow soldiers to escape. Reynard, however, failed to return through the breach. While holding off the enemy, he was slain by the throng of orcs.

The pilfered plans and codes allowed the Coalition of the Bulwark to finally thwart the invasion. In the aftermath, some of Reynard's items were recovered, including his helm, horn, and badge. The intensity of Coalition members' thankfulness and remorse over Reynard's loss is said to have directly transfigured the items, creating the item set now called the *regalia of the hero*.



Badge of valor

DC 25: The Coalition of the Bulwark persists yet, always vigilant to the possibility of another great orc invasion into civilized lands. The Coalition seeks accomplished spies and adventurers to supplement their own patrols. They occasionally send such groups into orc-infested wilderness to monitor the orcs and gauge the probability of a new leader arising who could pull their disparate tribes together. Anyone applying at the Fortress of the Bulwark could be assigned such a mission, as well as given aid and assistance in the fulfillment of that mission.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

COLLECTION BENEFITS

Wearing multiple parts of the *regalia of the hero* awakens your ability to inspire and command others. When you wear two items, your eyes sparkle with the clarity of conviction, and your posture straightens with confidence. When you sound a *horn of resilience* while wearing the other two pieces, all three items flash with gold light, like the promise of sunrise chasing away night's dreary doubts.

2 Pieces: You can grant a single ally within 30 feet (other than yourself) a +5 insight bonus on a single attack, save, or skill check as an immediate (command) action. This ability functions once per day.

3 Pieces: You use a standard (command) action to grant a single ally within 30 feet (other than you) an extra move action, taken immediately. (If you have the marshal's grant move action class feature, this benefit instead affects all allies within 30 feet of you.) This ability functions once per day.

Illus. by J. Thomas

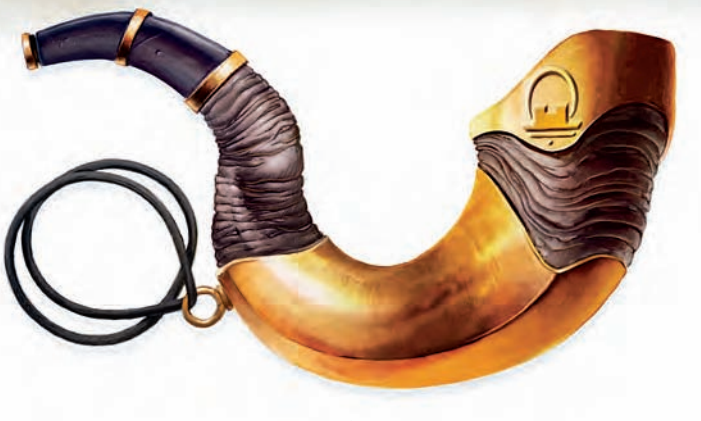
Regalia of the Hero Pieces and Abilities

Piece	Body Slot	Price (Level)	Ability
Badge of valor	Throat	1,200 gp (5th)	3/day allies gain +2 on saves against charm/fear, or increase inspire courage bonus by 1
Helm of tactics	Head	2,000 gp (6th)	3/day allies deal +2 damage against flanked foes, or increase effect of minor aura by 1
Horn of resilience	— (held)	5,000 gp (9th)	2/day allies gain DR 5/—, or increase effect of major aura by 1, or grant 50 temporary hp

Regalia of the Hero Collection Benefits

Pieces Worn	Benefit
2 pieces	1/day grant nearby ally +5 on attack, save, or skill check
3 pieces	1/day grant nearby ally bonus move action

Illus. by J. Thomas



Horn of resilience

BADGE OF VALOR

Price (Item Level): 1,400 gp (5th)
Body Slot: Throat
Caster Level: 5th
Aura: Moderate; (DC 17) abjuration
Activation: Immediate (mental)
Weight: —

This badge is stamped with the image of an impenetrable fortress over which shines a golden sun.

When you activate a *badge of valor*, you and all allies within 60 feet gain a +2 bonus on the next save you or they make against a charm or fear effect before the start of your next turn.

If you have the bardic music ability to inspire courage, you can activate a *badge of valor* to increase the bonus granted by that ability by 1 for the duration of its effect.

A *badge of valor* functions three times per day.

Prerequisites: Craft Wondrous Item, *remove fear*, possession of a piece of the set.

Cost to Create: 700 gp, 56 XP, 2 days.

HELM OF TACTICS

Price (Item Level): 2,000 gp (6th)
Body Slot: Head
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: Swift (mental)
Weight: 1 lb.

This metallic helm is forged of a gray, strangely swirled iron alloy.

When you activate a *helm of tactics*, you and all allies within 60 feet gain a +2 bonus on melee weapon damage rolls against enemies that you or they are flanking. This benefit lasts for 10 rounds, but allies who move more than 60 feet from you lose the benefit until they return within the area.

If you are a marshal, you can activate a *helm of tactics* to increase the effect of your minor aura by 1. This effect lasts for 10 rounds.

A *helm of tactics* functions three times per day.

Prerequisites: Craft Wondrous Item, *fox's cunning*, possession of a piece of the set.

Cost to Create: 1,000 gp, 80 XP, 2 days.

HORN OF RESILIENCE

Price (Item Level): 5,000 gp (9th)
Body Slot: — (held)
Caster Level: 8th
Aura: Moderate; (DC 19) enchantment
Activation: Standard (manipulated)
Weight: —

This bone horn is banded with a golden-hued iron alloy. The image of an idealized fortress is scribed deeply in the horn's side.

When you activate a *horn of resilience*, you and all allies within 30 feet gain damage reduction 5/—. This benefit lasts for 5 rounds, but allies who move more than 30 feet from you lose the benefit until they return within the area.

If you are a marshal, you can activate a *horn of resilience* to increase the effect of your major aura by 1. This effect lasts for 5 rounds.

If you have the bardic music ability to inspire greatness, you can activate a *horn of resilience* to grant the target of that ability an extra 50 temporary hit points. These hit points last until depleted or the duration of your inspire greatness ability ends, and they don't stack with any other source of temporary hit points.

A *horn of resilience* functions two times per day.

Prerequisites: Craft Wondrous Item, *heroism*, possession of a piece of the set.

Cost to Create: 2,500 gp, 200 XP, 5 days.

REGALIA OF THE PHOENIX

Worn by royalty and borne by conquerors, the *regalia of the phoenix* has no equal among the magic crafted by humans or elves. Individually, the pieces that make up the regalia are magic items of stunning beauty and reasonable power, but together they make you a commanding figure of flames, lending you the regal authority of the regalia's namesake and allowing you to stave off death time and again.

The *regalia of the phoenix* can be used to good effect by many characters, but sorcerers and warlocks (CAr 5) find it most useful. Both kinds of characters rely on Charisma and can wield the *talon scepter*, a simple weapon. Remember that you can use the rules in Chapter 6 to increase the benefit the items grant, so the +2 to Charisma granted by a *crown of flames* could become +4 or higher. If you are a warlock or sorcerer who has a *phoenix cloak*, consider replacing any invocation or spell that grants you the ability to fly; you will benefit more from the item and the versatility of having access to a different effect that you can bring to bear on your foes.

LORE

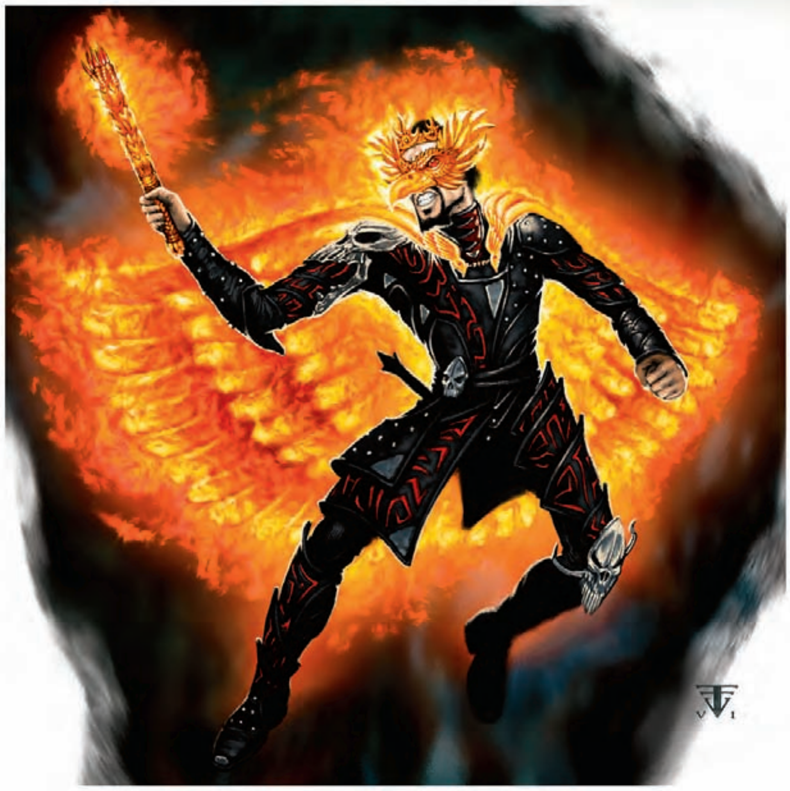
Characters who have ranks in Knowledge (arcana), or who have the bardic knowledge ability, can research the *regalia of the phoenix* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: The *regalia of the phoenix* sears its story into the mind of every ambitious noble who hears it. It made its first fiery appearance in the possession of the Phoenix Queen, a sorcerer of tremendous power who took the throne of a long-forgotten kingdom by force. Because the Phoenix Queen possessed all the elements of the regalia, she could not be defeated, and anyone who rose against her was burnt to a cinder. After years of her vicious rule, a lover tricked her into removing her mask, pleading with her to see her face. When she pulled the mask away, revealing a face of cold beauty untouched by remorse or sorrow, assassins rose from the shadows, and she fell beneath their many blades.

DC 20: After the assassins killed the Phoenix Queen, they quarreled over the regalia. Only four survived, each taking a single piece. Fearing attempts by the others to steal their pieces, they fled the kingdom, spreading knowledge of the *regalia of the phoenix* to foreign lands.

DC 25: The forgotten kingdom of legend was an elf empire, and some say that the Phoenix Queen's lover also survived the assassin's quarrel. According to some, the lover was true to his pitiless mistress, and the assassins tricked him into asking the queen to remove her mask. Rumors persist that this elf lives still, clutching to life despite his extreme age and the call of his ancestors, hanging on with the inhuman strength that only a thirst for vengeance can give. It's said he seeks any who would dare profit from the assassins' foul deed by using any piece of the regalia or its copies. When he finds them, he snuffs out their lives as calmly as one might blow out a candle.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.



Regalia of the phoenix

Illus. by F. Vohwinkel

COLLECTION BENEFITS

Wearing parts of the regalia of the phoenix grants its owner protection from fire and even the immunity to flames that the legendary phoenixes enjoy. When a creature wears all the pieces of the *regalia of the phoenix* and wields the *talon scepter,* all the items appear to transform into pure fire, and the *phoenix cloak* takes on the shape of fiery wings. Should the user of the whole regalia fall in battle, her body seems to be consumed by that fire and then remade, whole and hale again, in a burst of ruby-colored light.

2 Pieces: When you are dealt fire damage, the set automatically provides you with resistance to fire 5 against that attack only. This ability functions five times per day.

3 Pieces: When you are dealt fire damage, the set automatically provides you with immunity to fire against that attack only. This ability functions five times per day. Only after all five uses of this power are expended does the set's resistance to fire collection benefit (see above) function.

4 Pieces: The *regalia* automatically produces a *heal* effect (CL 11th) on you if you are reduced to 0 to –9 hit points. This ability functions once per day.

CROWN OF FLAMES

Price (Item Level): 8,500 gp (12th)
Body Slot: Head
Caster Level: 8th
Aura: Moderate; (DC 19) transmutation
Activation: — or immediate (mental)
Weight: —

The tines of this gem-encrusted crown are twisted and sharp, like a ring of flames frozen in gold.

A *crown of flames* continuously grants you a +2 enhancement bonus to Charisma. In addition, once per day, it can be activated to surround you in a sheath of red flames that functions like a *fire shield* spell (warm only) lasting for 5 rounds.

Prerequisites: Craft Wondrous Item, *eagle's splendor, fire shield,* possession of a piece of the set.

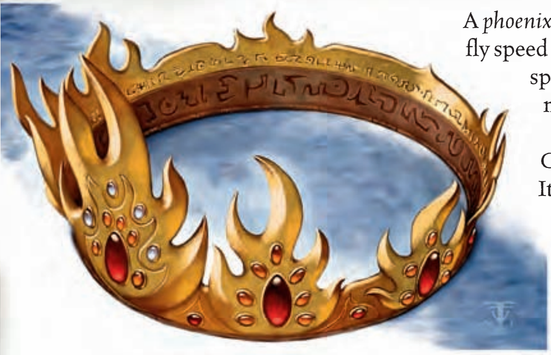
Cost to Create: 4,250 gp, 340 XP, 9 days.

Regalia of the Phoenix Pieces and Abilities

Piece	Body Slot	Price (Level)	Ability
Raptor's mask	Face	3,500 gp (8th)	+5 on Spot checks; immunity to blindness and dazzling effects
Crown of flames	Head	8,500 gp (12th)	+2 Charisma; 1/day *fire shield*
Talon scepter	— (held)	10,305 gp (13th)	*+1 flaming light mace*; swift ray of fire deals 1d6 damage
Phoenix cloak	Shoulders	50,000 gp (18th)	Fly with perfect maneuverability at your land speed

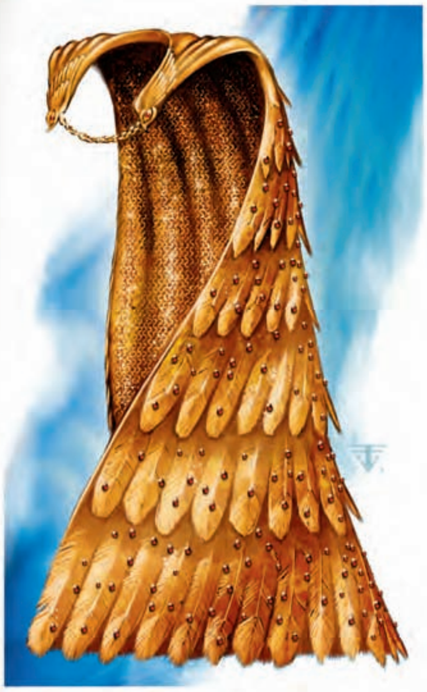
Regalia of the Phoenix Collection Benefits

Pieces Worn	Benefit
2 pieces	5/day resistance to fire 5
3 pieces	5/day immunity to fire
4 pieces	1/day heal automatically when you reach 0 to –9 hp


Crown of flames

PHOENIX CLOAK

Price (Item Level): 50,000 gp (18th)
Body Slot: Shoulders
Caster Level: 10th
Aura: Moderate; (DC 20) transmutation
Activation: —
Weight: 1 lb.

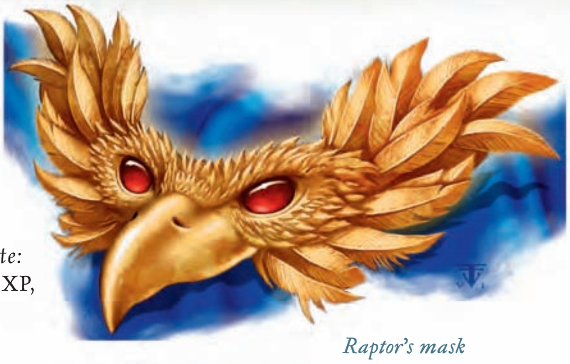

Phoenix cloak

This cloak is made of incredibly fine gold chain. Its exterior is covered in paper-thin feathers of solid gold and strewn with tiny rubies. Despite its material, it feels almost as light as cloth and flows on the wind like silk.

A *phoenix cloak* grants you a fly speed equal to your land speed, with perfect maneuverability.

Prerequisites: Craft Wondrous Item, *fly*, possession of a piece of the set.

Cost to Create: 25,000 gp, 2,000 XP, 50 days.


Raptor's mask

RAPTOR'S MASK

Price (Item Level): 3,500 gp (8th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: —
Weight: —

This golden half-mask has a large, sharp beak like that of an eagle and feathery flanges of gold that sweep away from the eyes. Each eyehole is covered by a large ruby that gleams with an inner light.

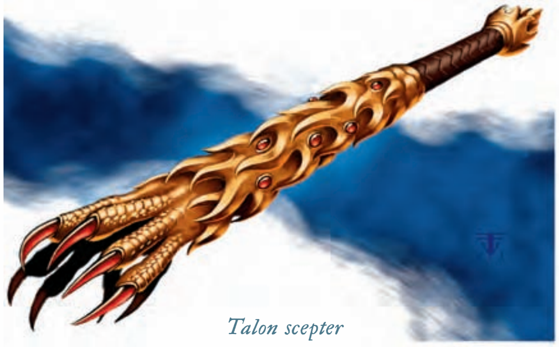
A *raptor's mask* grants you a +5 bonus on Spot checks and renders you immune to effects that would leave you blinded or dazzled.

Prerequisites: Craft Wondrous Item, *clairaudience/clairvoyance*, *glitterdust*, possession of a piece of the set.

Cost to Create: 1,750 gp, 140 XP, 4 days.

TALON SCEPTER

Price (Item Level): 10,305 gp (13th)
Body Slot: — (held)
Caster Level: 10th
Aura: Moderate; (DC 20) evocation
Activation: — or swift (mental)
Weight: 4 lb.


Talon scepter

The head of this golden scepter is wrought in the shape of an eagle's claw. The talons seem to be made of rubies, and a flame motif adorns the entire length of the item.

A *talon scepter* functions as a *+1 flaming light mace*. In addition, you can activate the scepter to create a ruby-colored ray that extends up to 30 feet. This requires a ranged touch attack and deals 1d6 points of fire damage.

Prerequisites: Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*, possession of a piece of the set.

Cost to Create: 5,000 gp (plus 305 gp for masterwork light mace), 400 XP, 10 days.

SEVEN VEILS

Bright and diaphanous, the *seven veils* are magic made physical. Split from light by a god and sown onto the world like seeds, the veils represent the promise of power for wizards and other spellcasters.

Wizards get the most benefit from the *seven veils*. Although any arcane spellcaster might benefit from some or all of the veils—and would appreciate the versatility granted by wearing the entire set together—a wizard typically has the greater variety of spells necessary to put the veils to best use.

Each of the seven veils corresponds to one of the colors that signify the various effects of a prismatic spell, such as *prismatic eye* (SC 161), *prismatic mist* (PH2 121), *prismatic ray* (SC 162), *prismatic spray*, and *prismatic wall*.

Illus. by F. Vohwinkel

LORE

Characters who have ranks in Knowledge (arcana), or who have the bardic knowledge ability, can research the *seven veils* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: It's said the first *seven veils* were drawn from a rainbow by Boccob himself. The Lord of All Magics then let the veils fall to the earth, each fluttering down to a particular wizard. The *seven veils* correspond to the seven colors of the rainbow and the seven colors created by spells such as *prismatic wall*. Each veil grants an ability modeled after the effect of a color of a prismatic spell. Each veil also guards its wearer from that color's effect if she is the subject of a prismatic spell.

DC 20: Three of the wizards who received one of the *seven veils* decided to craft their own sets, but four of them chose instead to try to claim the six veils Boccob gave the others. A series of battles ensued, and in the end two wizards possessed complete sets while the rest lay dead. The extra pieces that had been created were left unclaimed, and so they fell into the hands of others.

DC 25: The two wizards who managed to claim full sets both became liches. This turn of events is considered a coincidence by most, but some wonder if wearing all *seven veils* might somehow induce this state. Those who concern themselves with such things wonder if Boccob truly created them, or if perhaps Wee Jas crafted them for some purpose of her own. Both deities remain silent on the matter, and no one else is known to have worn a full set.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

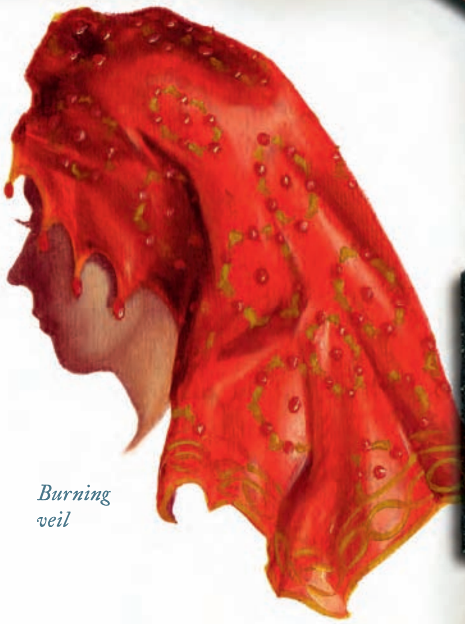
COLLECTION BENEFITS

The veils are potent items that improve your magical versatility, giving you the resources to overcome any obstacle. Wearing multiple veils improves your magical skill and focus, grants you resistance to some types of energy damage, and eventually allows you to treat the veils as a potent runestaff.

3 Pieces: You gain a +2 competence bonus on Concentration, Knowledge (arcana), and Spellcraft checks.

5 Pieces: You gain resistance 5 to acid, electricity, and fire.

7 Pieces: You can use the seven veils like a runestaff (see page 223) to cast *cone of cold, daylight, disintegrate, dispel magic, gust of wind, magic missile,* and *passwall* each once per day by spending your own arcane spell slots of equal or higher level.



Burning veil

BURNING VEIL

Price (Item Level): 1,000 gp (4th)
Body Slot: Head
Caster Level: 3rd
Aura: Faint; (DC 16) evocation
Activation: — and swift (mental)
Weight: —

This silky red veil is laced with garnets. It is meant to be pinned to the hair above the ears or tied about the head like a bandana.

Illus. by R. Gallegos

Seven Veils Pieces and Abilities

Piece	Body Slot	Price (Level)	Ability
Burning veil	Head	1,000 gp (4th)	Immunity to red prismatic effect; 3/day deal 1d6 fire damage to foe already damaged by your fire spell
Caustic veil	Waist	2,000 gp (6th)	Immunity to orange prismatic effect; 3/day deal 2d6 acid damage to foe already damaged by your acid spell
Veil of storms	Torso	4,000 gp (8th)	Immunity to yellow prismatic effect; 3/day deal 4d6 electricity damage to foe already damaged by your electricity spell
Veil of whispers	Face	7,000 gp (11th)	Immunity to indigo prismatic effect; 3/day *confuse* creature already affected by your enchantment spell
Veil of doors	Shoulders	11,000 gp (13th)	Immunity to violet prismatic effect; 2/day dismiss creature damaged by your summoned creature
Serpent veil	Neck	16,000 gp (14th)	Immunity to green prismatic effect; 3/day poison target of your melee touch spell
Turquoise veil	Eyes	22,000 gp (15th)	Immunity to blue prismatic effect; 1/day petrify creature already affected by your transmutation spell

Seven Veils Collection Benefits

Pieces Worn	Benefit
3 pieces	+2 Concentration, Knowledge (arcana), Spellcraft
5 pieces	Resistance to acid 5, electricity 5, and fire 5
7 pieces	Spontaneously cast *cone of cold, daylight, disintegrate, dispel magic, gust of wind, magic missile,* and *passwall* each 1/day

Wearing a *burning veil* gives you immunity to the red effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *burning veil*, it deals 1d6 points of fire damage to a single creature that has already taken fire damage from an arcane spell you cast in this round. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *burning hands*, possession of a piece of the set.

Cost to Create: 500 gp, 40 XP, 1 day.

CAUSTIC VEIL

Price (Item Level): 2,000 gp (6th)
Body Slot: Waist
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: — and swift (mental)
Weight: —

This orange silk veil can be worn as a sash, a belt, or a short skirt knotted at one hip.

Wearing a *caustic veil* gives you immunity to the orange effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *caustic veil*, it deals 2d6 points of acid damage to a single creature that has already taken acid damage from an arcane spell you cast in this round. This functions three times per day.

Prerequisites: Craft Wondrous Item, *Melf's acid arrow*, possession of a piece of the set.

Cost to Create: 1,000 gp, 80 XP, 2 days.

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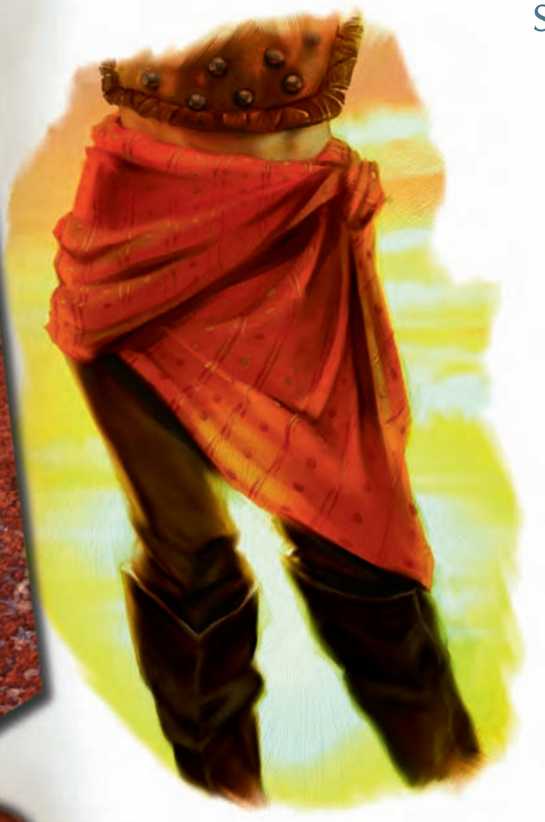
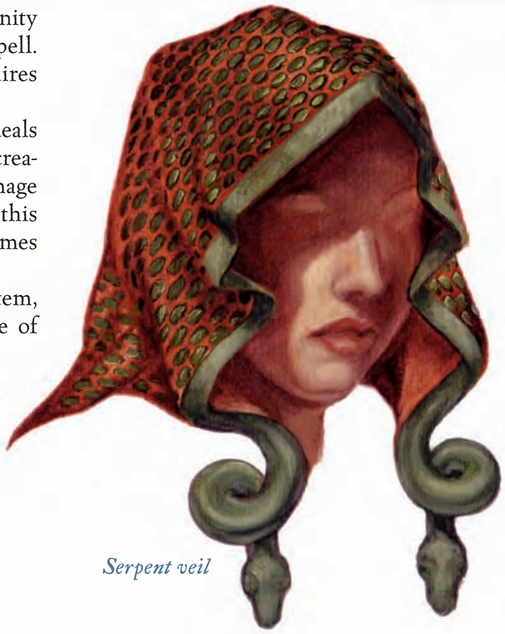


Caustic veil



Serpent veil

SERPENT VEIL

Price (Item Level): 16,000 gp (14th)
Body Slot: Throat
Caster Level: 11th
Aura: Moderate; (DC 20) necromancy
Activation: — and swift (mental)
Weight: —

Green reticulation covers this veil, and emerald serpent heads weight the corners.

Wearing a *serpent veil* gives you immunity to the green effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *serpent veil*, it poisons a single creature affected by an arcane melee touch spell you cast previously in this round. The initial and secondary damage of the poison is 5d10 points of damage (Fort DC 20 negates). This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *circle of death*, possession of a piece of the set.

Cost to Create: 8,000 gp, 640 XP, 16 days.

TURQUOISE VEIL

Price (Item Level): 22,000 gp (15th)
Body Slot: Face
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: — and swift (mental)
Weight: —

Waves of aquamarine and turquoise ripple in the gauzy fabric of this finely crafted veil meant to be worn over the eyes.

Wearing a *turquoise veil* gives you immunity to the blue effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *turquoise veil*, it turns to stone (as the *flesh to stone* spell) a single creature within 30 feet that failed a save against an arcane transmutation spell you cast in this round (Fort DC 20 negates). This ability functions once per day.

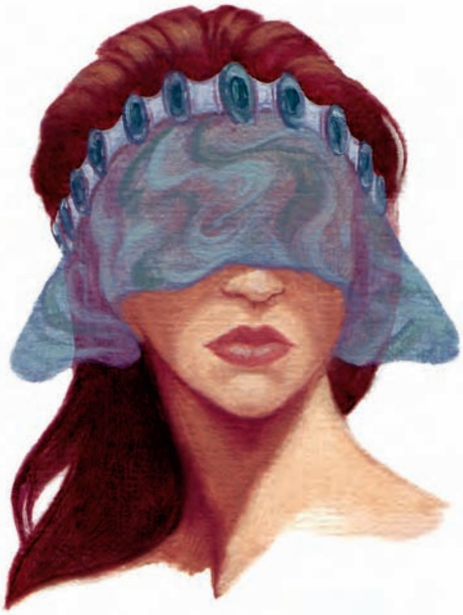
A *turquoise veil* can be worn concurrently with a *veil of whispers*, but not with any other item for the face slot.

Prerequisites: Craft Wondrous Item, *flesh to stone*, possession of a piece of the set.

Cost to Create: 11,000 gp, 880 XP, 22 days.

VEIL OF DOORS

Price (Item Level): 11,000 gp (13th)
Body Slot: Shoulders
Caster Level: 9th
Aura: Moderate; (DC 19) abjuration
Activation: — and swift (mental)
Weight: —



Turquoise veil

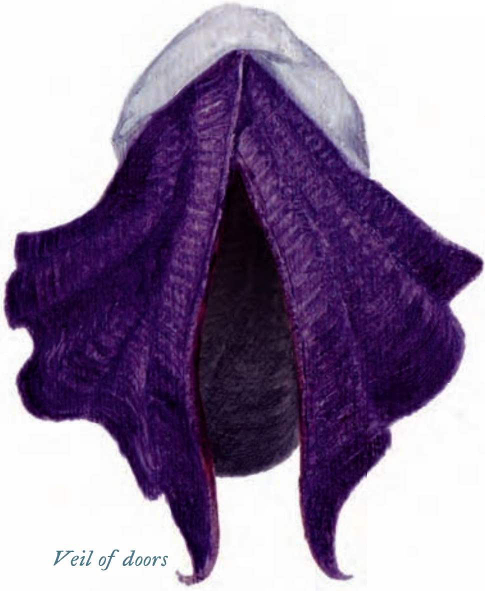
Dark purple like a day-old bruise, this veil is far heavier than any gauze of silk should be.

Wearing a *veil of doors* gives you immunity to the violet effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *veil of doors*, it magically dismisses (as the *dismissal* spell; Will DC 27 minus creature's HD negates) a single extraplanar creature within 30 feet of you that was damaged in this round by a creature you summoned or called with an arcane conjuration spell. This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *dismissal*, possession of a piece of the set.

Cost to Create: 5,500 gp, 440 XP, 11 days.



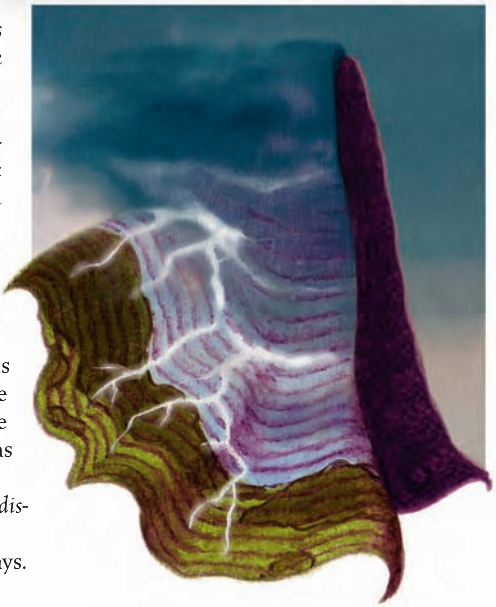
Veil of doors

VEIL OF STORMS

Price (Item Level): 4,000 gp (8th)
Body Slot: Torso
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: — and swift (mental)
Weight: —

This tapestrylike veil is the color of a pastoral sunrise.

Wearing a *veil of storms* gives you immunity to the yellow effect of any prismatic spell. This is a continuous effect and requires no activation.

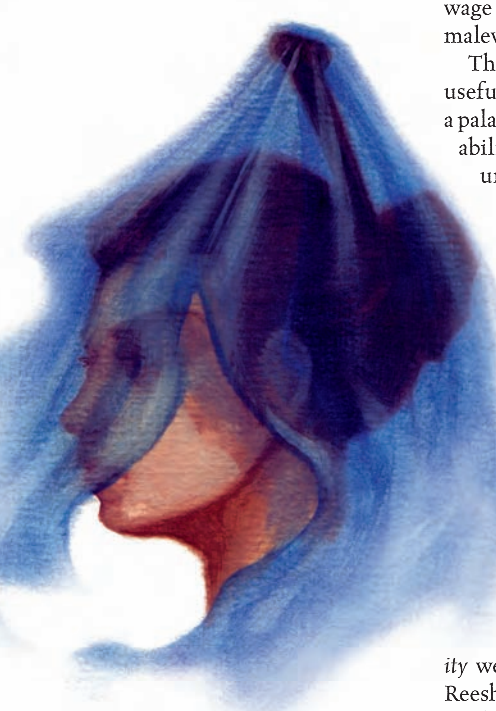


Veil of storms

When you activate a *veil of storms*, it darkens in color to that of an angry storm with leaden clouds marked by white-gold lightning. It deals 4d6 points of electricity damage to a single creature that has already taken electricity damage from an arcane spell you cast in this round. This effect functions three times per day.

Prerequisites: Craft Wondrous Item, *lightning bolt*, possession of a piece of the set.

Cost to Create: 2,000 gp, 160 XP, 4 days.



Veil of whispers

VEIL OF WHISPERS

Price (Item Level): 7,000 gp (11th)
Body Slot: Face
Caster Level: 7th
Aura: Moderate; (DC 18) enchantment
Activation: — and swift (mental)
Weight: —

This thin mesh veil is scarcely more than a cloud of indigo mist.

Wearing a *veil of whispers* gives you immunity to the indigo effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *veil of whispers*, it renders *confused* a single creature within 30 feet that failed its save against an arcane enchantment spell you cast in this round (Will DC 20 negates). This effect lasts for 2 rounds and functions three times per day.

A *veil of whispers* can be worn concurrently with a *turquoise veil*, but not with any other item for the face slot.

Prerequisites: Craft Wondrous Item, *confusion*, possession of a piece of the set.

Cost to Create: 3,500 gp, 280 XP, 7 days.

VESTMENTS OF DIVINITY

The *vestments of divinity* are a set of hallowed items that allow you to deny sin, wage war against evil, and put an end to malevolence wherever it is found.

The *vestments of divinity* are most useful if you are a good-aligned cleric or a paladin, since they enhance your divine abilities to combat evil and destroy undead. However, any character can appreciate the benefits of at least some of the items in this set.

LORE

Characters who have ranks in Knowledge (arcana) or Knowledge (religion), or who have the bardic knowledge ability, can research the *vestments of divinity* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: The *vestments of divinity* were revealed to a holy man named Reesh N'Faeren in a vision. He spent years tracking down each sacred relic until he gathered them all.

Illus. by R. Gallegos

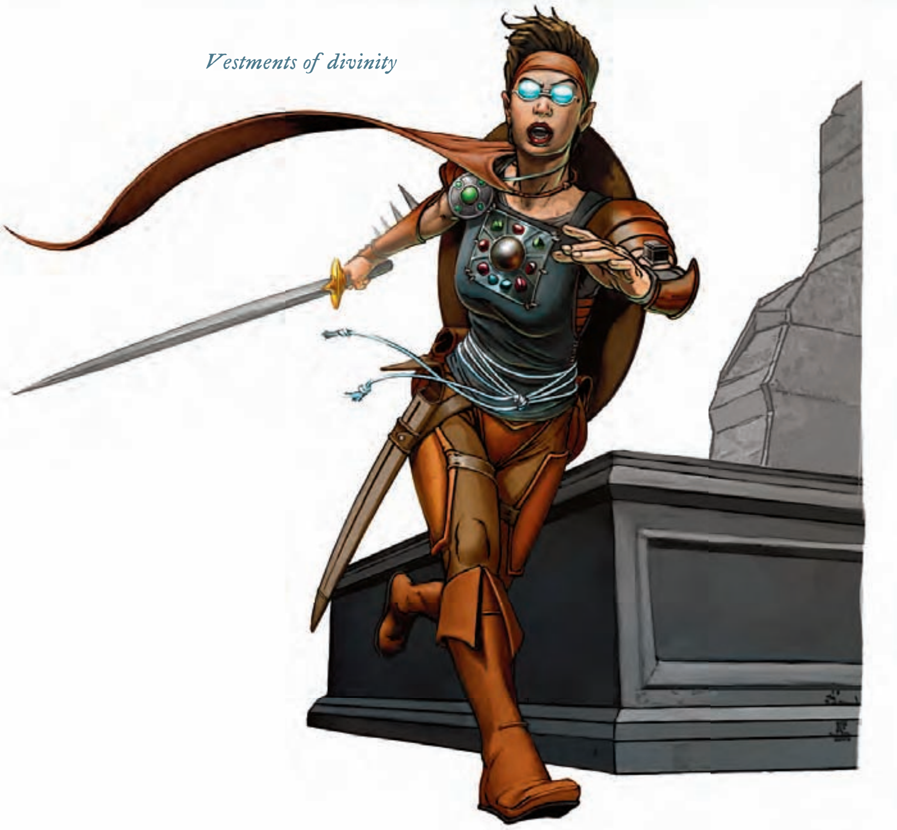
DC 20: When Reesh N'Faeren was a child, his village was terrorized by flail-wielding cultists calling themselves the Heralds of Hell. The cult was eventually driven off, but not before Reesh's family was taken from him. Reesh was spared, but he grew into an adult with an unflinching hatred of all those unaligned with his own sense of righteousness. His purity of purpose was given expression in the temple where he began training as a cleric. One night, while still an acolyte, Reesh received a vision, imparting to him vague knowledge concerning the location of five sacred relics. He was given to understand that if he gathered all the items together, he could use them to destroy the Heralds of Hell.

Reesh spent years adventuring, following treasure maps, tracking leads, and following up clues, until he finally located all the items his vision had shown him years before. With these vestments, Reesh set out to fulfill the penultimate quest of his life. Whether he succeeded or ultimately failed, history does not record.

DC 25: A group of destruction worshipers called the Heralds of Hell has cells in several large cities. The Heralds utilize both devils and undead in their destructive rites. Some time back, several of their cells were eradicated by a holy vigilante. It's unclear whether this vigilante was Reesh N'Faeren himself, or someone to whom Reesh passed along his vestments. Ultimately, a few cells escaped destruction, and the vigilante disappeared. It is whispered that he was killed in a conflict with the cult, and that the cells of the Heralds that remained each took one of the vestments, hoping to ensure that no one could gather them all together again.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

Illus. by J. Thomas



Vestments of divinity

COLLECTION BENEFITS

Wearing the *vestments of divinity* grants you powers that bolster your ability to battle evil creatures, from a stronger resolve against their attacks to a stronger resistance against their machinations. With each new item added, you gain additional divine confidence. When all five pieces are worn together, your body takes on a silvery sheen, and your eyes become the color of glowing aquamarine.

2 Pieces: You gain a +1 sacred bonus on saves against effects created by evil creatures.

5 Pieces: Your melee attacks deal an extra 1d6 points of damage to evil creatures.

BADGE OF GLORY

Price (Item Level): 3,400 gp (8th)
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (command)
Weight: 1 lb.

This ornate platinum badge is set with two large cabochon aquamarines.

When you activate a *badge of glory*, the next melee attack you make on the same turn against an evil creature deals an extra 1 point of damage per two character levels. A *badge of glory* functions two times per day.

VESTMENTS OF DIVINITY PIECES AND ABILITIES

Piece	Body Slot	Price (Level)	Ability
Ephod of authority	Torso	800 gp (3rd)	Turn undead as if 1 level higher
Lenses of revelation	Face	1,400 gp (5th)	Reveal foe as undead or evil outsider
Cord of favor	Waist	3,000 gp (7th)	+5 on Sense Motive; 3/day *divine favor*
Badge of glory	Throat	3,400 gp (8th)	2/day deal +1 damage/2 levels to evil creature
Phylactery of virtue	Head	6,500 gp (10th)	+2 on saves against energy drain, death effects, and negative energy effects; 2/day *death ward*

VESTMENTS OF DIVINITY COLLECTION BENEFITS

Pieces Worn	Benefit
2 pieces	+1 on saves against evil creatures
5 pieces	+1d6 melee damage to evil creatures

If you have the smite evil class feature, the extra damage granted by a *badge of glory* is instead equal to that granted by your smite evil ability (or 1 point per two levels, whichever is greater).

Prerequisites: Craft Wondrous Item, ability to smite evil, possession of a piece of the set.

Cost to Create: 1,700 gp, 136 XP, 4 days.

CORD OF FAVOR

Price (Item Level): 3,000 gp (7th)
Body Slot: Waist
Caster Level: 6th
Aura: Moderate; (DC 18) evocation
Activation: — and standard (command)
Weight: 1 lb.

This silver cord is worn about the body as a belt.

A *cord of favor* grants you a +5 competence bonus on Sense Motive checks. This is a continuous effect and requires no activation.

In addition, three times per day you can activate the cord and sacrifice a prepared divine spell or divine spell slot of 1st level or higher to use *divine favor* (as the spell), using your own caster level or that of the cord, whichever is higher.

Prerequisites: Craft Wondrous Item, *divine favor*, possession of a piece of the set.

Cost to Create: 1,500 gp, 120 XP, 3 days.

EPHOD OF AUTHORITY

Price (Item Level): 800 gp (3rd)
Body Slot: Torso
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: —
Weight: 2 lb.

This silver vestment is set with a circle of nine semiprecious gemstones surrounding a raised, silver hemisphere.

While wearing an *ephod of authority*, your effective cleric level is treated as one higher than your actual level for the purpose of turning (but not rebuking or commanding) undead.

Prerequisites: Craft Wondrous Item, turn undead, possession of a piece of the set.

Cost to Create: 400 gp, 32 XP, 1 day.

LENSES OF REVELATION

Price (Item Level): 1,400 gp (5th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: Standard (mental)
Weight: —

These two small, concave glass discs have a translucent silver sheen to them.

You can activate *lenses of revelation* to perceive the true nature of any creature in sight. Activating the lenses creates a faint aura for 1 round around the target creature (visible only to you) of a particular color based on its nature:

Evil Outsider: Red.
Undead: Bone-white.
Any Other: Green.

Any effect that would defeat a *detect evil* spell or effect also masks a creature from *lenses of revelation*.

Prerequisites: Craft Wondrous Item, *augury*, possession of a piece of the set.

Cost to Create: 700 gp, 56 XP, 2 days.

PHYLACTERY OF VIRTUE

Price (Item Level): 6,500 gp (10th)
Body Slot: Head
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: — and standard (command)
Weight: —

This small black leather box attaches to two leather straps worn around the brow. Inside the box is a parchment of sacred prayers.

A *phylactery of virtue* allows you to better resist the life-draining powers wielded by minions of undeath. You gain a +2 morale bonus on saves against energy drain, death effects, and negative energy effects (such as *inflict* spells or *chill touch*). This is a continuous effect and requires no activation.

In addition, two times per day you can activate the phylactery and sacrifice a prepared divine spell or divine spell slot of 4th level or higher to use *death ward* (as the spell), using your own caster level or that of the phylactery, whichever is higher.

Prerequisites: Craft Wondrous Item, *death ward*, possession of a piece of the set.

Cost to Create: 3,250 gp, 260 XP, 7 days.

WRAITH'S WOE

The items that make up the *wraith's woe* live up to the name, making you a deadly enemy both to spirits and the walking dead. However, although they were constructed to battle undead, the items in the set are useful in encounters with a variety of creatures, both living and unliving.

Wizards, sorcerers, and other spellcasters who have poor Fortitude saves likely benefit from this set the most, since they are in more danger from the necromantic powers typically possessed by undead. Also, level drain reduces a spellcaster's effectiveness dramatically, whereas a fighter or other character focused on physical attacks can likely still get by even with the penalties of negative levels. Finally, *gauntlets of ghost fighting* offer a rare opportunity for spellcasters to affect incorporeal foes normally. A set of the *wraith's woe* makes a good investment for any character preparing to face undead. The relatively low prices of the items make purchasing particular pieces an option even for a low-level party. You might consider having a few characters purchase the different pieces of *wraith's woe* and then having the PC who suffers the most from the attacks of undead put on all the items to restore ability damage and drain.

LORE

Characters who have ranks in Knowledge (arcana) or Knowledge (religion), or who have the bardic knowledge ability, can research the *wraith's woe* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: The first example of this set was created over a century ago by a human mystic theurge who devoted herself to hunting undead after her family was slain by wraiths. This mystic theurge founded a holy order devoted to battling undead and created sets of the *wraith's woe* for those who joined her quest. Members of this order had to earn items from these sets by slaying a sufficient number of undead while also adhering to the order's ideals of bravery, self-sacrifice, and compassion for innocent mortals.

DC 20: The order, known as the Blades Against Death, still exists. Composed mainly of paladins and clerics, the order sponsors adventurers of every stripe in quests against undead. Adventurers who perform well are often offered membership in the organization and granted

Wraith's Woe Pieces and Abilities

Piece	Body Slot	Price (Level)	Ability
Choker of life protection	Throat	14,000 (14th)	+2 AC against undead; protection from 3 negative levels/day
Gauntlets of ghost fighting	Hands	4,000 (8th)	Ignore incorporeal miss chance; +1d6 melee damage against incorporeal creatures
Shirt of wraith stalking	Torso	6,000 (10th)	*Hide from undead*

Wraith's Woe Collection Benefits

Pieces Worn	Benefit
2 pieces	*Detect undead*
3 pieces	1/day cure all your ability damage plus drain on one ability

pieces of the *wraith's woe,* much as the order's founder rewarded the original members. Being a member has other benefits, since Blades Against Death has decades of experience confronting undead, and its members have learned much during that time that can aid those who share their cause.

DC 25: High-ranking members of the Blades Against Death have been heard to speak of the order's founder as though she still lives and speaks to them. If it's true, she must be undead herself, for no human could live so long. Those who openly suggest this possibility are labeled blasphemers by the Blades Against Death and exiled from the order. Such individuals are then never seen again, leading some to think that the Blades Against Death is capturing or killing these ex-members. Of course, to suggest such or question the order about how it handles blasphemers causes a member to be labeled a blasphemer, a fate all members take great pains to avoid.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

COLLECTION BENEFITS

Wearing two pieces of the *wraith's woe* grants you the ability to know where undead hide and to pierce their disguises. Wearing the whole set also allows you to undo the effects of encounters with undead that damage or drain ability scores.

A character wearing all of the *wraith's woe* takes on a haunted and pale appearance. "You look like you've seen a ghost" is commonly heard by those who regularly dress in all three pieces.

2 Pieces: You can activate *detect undead* (CL 3rd) as a standard (mental) action at will.

3 Pieces: You can activate *wraith's woe* as a standard (mental) action to cure all ability damage you have, as well as restore all points drained from a single ability score of your choice. This ability can be used once per day.

CHOKER OF LIFE PROTECTION

Price (Item Level): 14,000 gp (14th)
Body Slot: Throat
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: — or immediate (mental)
Weight: —

This slim black leather collar is set with three golden stones the size of small grapes.

As long as a *collar of life protection* can still protect you as described below, you gain a +2 dodge bonus to Armor Class against the attacks of undead.

A *choker of life protection* also protects you from energy drain attacks. When you would normally gain up to three negative levels, you can activate the choker to negate the negative levels. A choker can negate three negative levels per day, so it can be used three times to negate one negative level with each activation, once to negate three negative levels all at once, and so on.

Each negative level prevented renders one of the collar's three stones gray and dull. Every day at dawn, all three stones automatically dissipate the collected negative energy and once again become golden.

Prerequisites: Craft Wondrous Item, *restoration,* possession of a piece of the set.

Cost to Create: 7,000 gp, 560 XP, 14 days.

GAUNTLETS OF GHOST FIGHTING

Price (Item Level): 4,000 gp (8th)
Body Slot: Hands
Caster Level: 13th
Aura: Strong; (DC 21) conjuration
Activation: —
Weight: 1 lb.

This pair of heavy, black leather gloves bears suns and skulls of gold on the knuckles and around each wrist.

The wearer of *gauntlets of ghost fighting* deals damage normally to incorporeal creatures with spells or attacks, ignoring an incorporeal creature's 50% miss chance. In addition, melee attacks made by the wearer deal an extra 1d6 points of damage against incorporeal foes.

Prerequisites: Craft Wondrous Item, *plane shift,* possession of a piece of the set.

Cost to Create: 2,000 gp, 160 XP, 4 days.

SHIRT OF WRAITH STALKING

Price (Item Level): 6,000 gp (10th)
Body Slot: Torso
Caster Level: 3rd
Aura: Faint; (DC 16) abjuration
Activation: Standard (mental)
Weight: 1 lb.

This shiny black leather shirt bears small golden sun and skull emblems around its collar, shoulders, and cuffs.

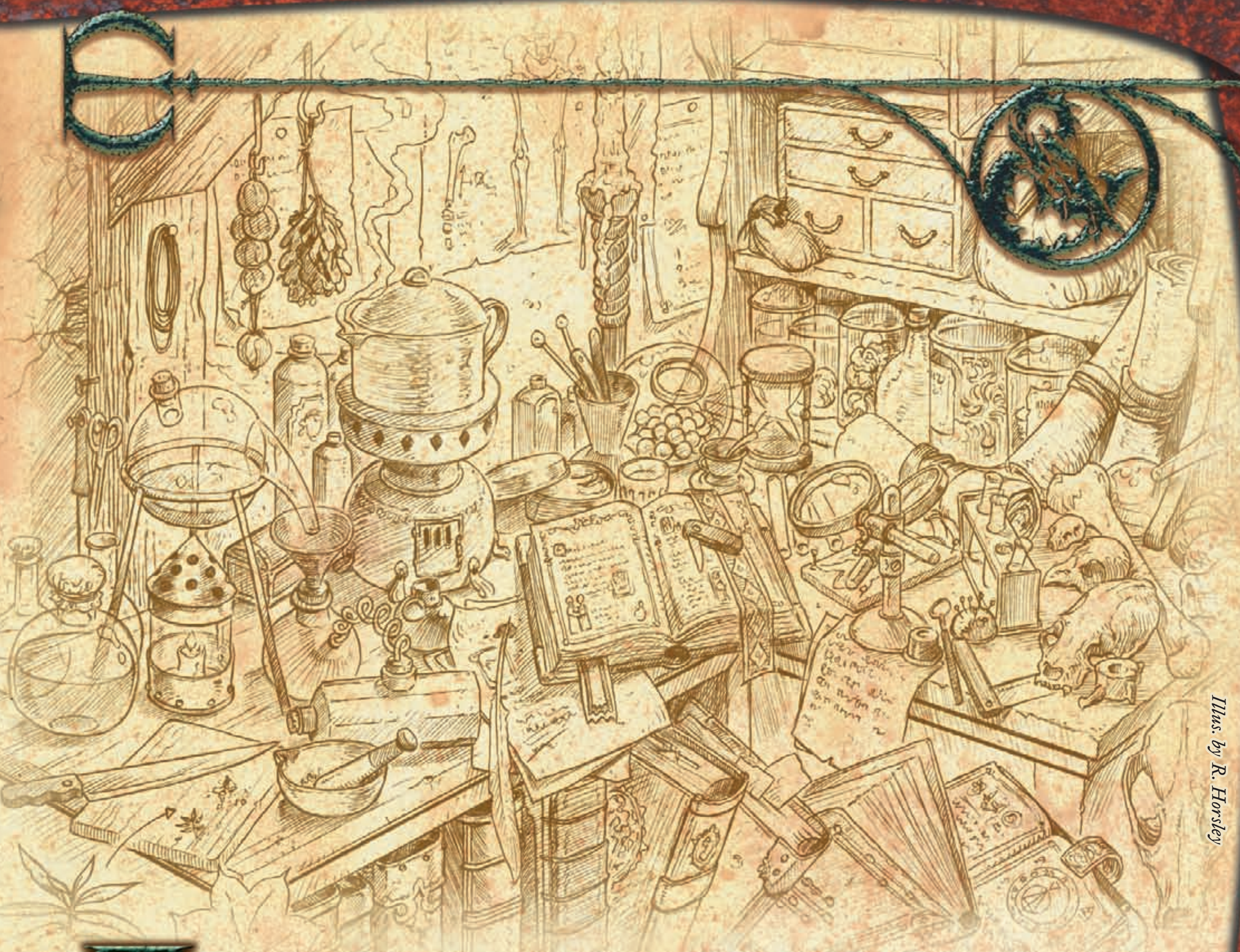
When you activate a *shirt of wraith stalking,* you gain the benefit of a *hide from undead* spell at will, except that undead are not allowed a saving throw regardless of their Intelligence.

Prerequisites: Craft Wondrous Item, *hide from undead,* possession of a piece of the set.

Cost to Create: 3,000 gp, 240 XP, 6 days.

CHAPTER SIX

USING MAGIC ITEMS



Illus. by R. Horsley

Magic items don't function by themselves—they typically require some effort or action on the part of their owner. Generally, using a magic item has four separate steps: identifying the item, wearing the item, activating the item, and resolving the item's effect. Each of these steps is discussed in detail below.

Of course, to use a magic item, you have to get your hands on it. Later sections of this chapter discuss how to place magic items in the campaign, how to buy and sell them, and how to create and improve them.

IDENTIFYING ITEMS

When PCs find magic items as treasure, they need to determine what the items do. The following methods are available to identify magic items.

Skill Checks: Certain skills allow a character to accurately identify an item.

Knowledge (arcana): A character can attempt a DC 30 Knowledge (arcana) check to determine if she remembers reading of an item at one point during her studies. A successful result might give a hint to the item's function or reveal every detail about it. This method is most appropriate for legendary items or items that have a traditional shape associated with their function.

Search: You might allow close study of an item to provide some information. A command word could be etched in tiny letters on the inside of a ring, or a feathered design might hint that an item allows its wearer to fly. In such a case, a successful DC 15 Search check should reveal the clue.

Spellcraft: A character using the *detect magic* spell can attempt a Spellcraft check to determine the school of magic associated with the item's powers. If the character exceeds the DC for this check by 10 or more, the character magically divines the item's functions, its means of activation, and the number of charges remaining.

A character can also use Spellcraft to identify potions. The DC is 25, the check takes 1 minute, and she cannot retry if she fails.

Use Magic Device: If a character succeeds on a Use Magic Device check to activate a magic item and exceeds the DC by 5 or more, the character magically divines the item's functions, its means of activation, and the number of charges remaining.

Bardic Knowledge: While not quite as useful as the skills discussed above, a successful bardic knowledge check might reveal the backgrounds, functions, and means of activating legendary or otherwise well-known items. If the item is standard equipment for a well-known faction or person, the DC is 20. If the item is uncommon or ancient, but many items like it are in circulation, the DC is 25. If the item is known only in legend, the DC is 30 or higher. A successful result should reveal something of the item's history and give at least a hint about the item's function.

Spells: Spells are the most reliable way to identify items.

Detect Magic: Obviously, the easiest way for characters to discern whether an object is magic is to use *detect magic*.

When focused on an item, a character can attempt a Spellcraft check to determine the school (or schools) of the highest-level spell (or spells) involved in the item's creation, as well as the strength of the item's aura (based on its caster level). Also, a character making such a check can divine the function of an item by succeeding by 10 or more.

When a character uses *detect magic* on a magic item, the information you provide often serves as a clue to a smart player for identifying the item. See the *detect magic* spell description, *PH* 219, for details.

Identify: The *identify* spell determines the functions, means of activation, and number of charges remaining for any item of less than artifact power. It takes an hour to cast and has an expensive material component, but it's also the surest way to identify most magic items. See the *identify* spell description, *PH* 243, for details.

Analyze Dweomer: This spell functions like *identify*, but the casting time is shorter, there's a focus rather than an expensive material component, and the caster can determine the properties of several items with one casting of the spell. This spell is the swiftest and surest way to identify many magic items. See the *analyze dweomer* spell description, *PH* 197, for details.

Hired Help: The PCs might want to consult bards, sages, or high-level spellcasters to identify items through the means outlined above. Such NPCs might also know some details or rumors about an item's history. They always want something in return for this information. The prices for spellcasting services are noted on page 129 of the *Player's Handbook* and described in more detail on page 130. If an NPC can identify the item without using spells, the character might ask for an amount of gp equivalent to the typical spell cost. Of course, an NPC might instead demand some service or trade instead of money.

DM Explanation: It might be simpler to tell the players what an item is. This approach is particularly useful when the item provides a bonus you must track on actions the PC is already taking. If you have a PC using an unidentified *+2 short sword*, for example, use this option when it becomes a burden for you to keep mentally adding +2 to all the character's attack rolls and damage rolls with that unidentified (to him) item.

Trial and Error: The last refuge of desperate characters with an unidentified magic item, this process is often comical, but it can become an annoying waste of time. The trial-and-error process usually entails a PC attempting to use the item. A character hoping that the cloak he's just found is actually *wings of flying* might say, "I put the cloak on and jump up and down, flapping my arms." Previous D&D supplements, including the *Dungeon Master's Guide*, have advised rewarding clever characters who pursue this line of inquiry. As long as you and the players find trial and error to be a fun method of learning about magic items, that's still fine advice. If, however, your players turn it into a tedious checklist of tests ("Now I try to breathe underwater. Now I try to walk up the wall. Now I think about turning invisible. No luck? Maybe it only works for dwarves; Tordek, now you try it."), it's time to step in and move the game along. It's perfectly reasonable to rule that until a character has determined a magic item's powers, command word, or other secrets in one of the manners noted above, no amount of crazy experimentation will help.

MAGIC ITEMS AND DETECT MAGIC

When *detect magic* identifies an item's school of magic, this information refers to the school of the spell placed within the potion, scroll, or wand, or the prerequisite for the item's creation. The description of each item provides its aura strength and the school it belongs to.

For items you create, if more than one spell is given as a prerequisite, the highest-level spell used in the item's creation determines the strength of the item's aura. If no spells are included in the prerequisites, use the following default guidelines.

Item Nature	School
Armor and protective items	Abjuration
Weapons or offensive items	Evocation
Bonus to ability score, on skill check, and so on	Transmutation

BODY SLOTS

Each item's description has a Body Slot entry that describes what part of the body it must be worn on to function. A normal humanoid creature has twelve body slots, enumerated here with some examples of the kinds of items that might be worn there (for nonhumanoid creatures, see Size and Shape, below).

Arms: armbands, bracelets, bracers.

Body: armor, robes.

Face: goggles, lenses, masks, spectacles, third eyes.

Feet: boots, sandals, shoes, slippers.

Hands: gauntlets, gloves.

Head: circlets, crowns, hats, headbands, helmets, phylacteries.

Rings (2 slots): rings.

Shoulders: capes, cloaks, mantles, shawls.

Throat: amulets, badges, brooches, collars, medals, medallions, necklaces, pendants, periapts, scarabs, scarfs, torcs.

Torso: shirts, tunics, vests, vestments.

Waist: belts, girdles, sashes.

Each body slot can accommodate only a single active magic item (except for the rings body slot, which allows two active rings, worn one on each hand or both on the same hand). Additional magic items could be worn in the same body slot, but only the first-worn item confers its magical abilities upon the wearer.

Some body slots are described as a matched pair of body parts (such as arms, feet, or hands). If an item uses one of these body slots, it takes up both "halves" of the body slot even if worn on only one of the pair. For example, a *glove of storing* takes up the entire hands body slot, even though it's only one glove. Similarly, items that come in pairs must be worn together in order to function—wearing a single *gauntlet of ogre power* has no effect.

The Magic Item Record Sheet on page 286 indicates all the valid body slots on a character. Feel free to photocopy this page for your personal use; it can provide a useful visual aid to remember what your character is wearing and where.

Some items—particularly those that have a limited number of uses per day—indicate that they must be worn for a certain length of time before they can be used. This attunement period prevents characters from treating them as disposable tools to be donned and stowed repeatedly throughout the day.

NONWORN MAGIC ITEMS

Some magic items aren't worn on the body, but are instead carried or held by the owner to gain their benefit. Such items have one of the following entries on the Body Slot line.

—: The item functions or can be activated as long as it is carried somewhere on your body (but not if it's stored in an extradimensional or nondimensional storage space, such as a *bag of holding*). Some rare items in this category might describe a particular manner in which you must carry them for the item to function (such as *ioun stones*).

— **(held):** You must hold the item or otherwise manipulate the item with your hand for it to function or be activated. All weapons and shields have this entry, as do many tools. In the case of a shield, simply carrying it isn't enough—you must wear it properly as described on page 125 of the *Player's Handbook*.

— **([armor, shield, or weapon] crystal):** Augment crystals are magic items that function only when attached to a suit of armor, shield, weapon, or other appropriate item. Like properties, you can only gain an augment crystal's benefit while you're wearing or holding the item in the appropriate manner. See Augment Crystals, page 221, for details.

ITEM PROPERTIES

Properties are part of another item (a weapon, shield, or suit of armor), and they function or can be activated as long as the item is worn or held properly. A shield property offers no benefit if the shield is slung over your shoulder, and a weapon (typically) doesn't offer any benefit if it's sheathed.

Instead of a body slot entry, a property has a property entry, which describes the types of items to which this property can be applied.

Unlike most other items, properties have no weight.

SIZE AND SHAPE

Most of the time when a magic item is discovered, a character's size or shape shouldn't be an issue. As a rule, size should not keep overweight characters, characters of various genders, or characters of various races from using magic items. Players shouldn't be penalized for choosing a halfling character or deciding that their character is especially tall, so as a rule any magic item automatically adjusts to fit its wearer.

A few exceptions to this rule are given below.

Armor: As long as you're the same size category and the same general shape as the armor's original owner, the armor functions normally for you. Halflings can wear armor made for goblins, and centaurs can wear armor made for wemics. However, inappropriately sized or shaped armor can't be worn. Armor doesn't resize to fit a wearer of a different size category, nor does armor constructed for a humanoid-shaped creature fit a nonhumanoid-shaped creature. In cases where a nonhumanoid-shaped creature tries to wear armor created for another nonhumanoid, you must use your best judgment. A blink dog could certainly fit into barding crafted for a riding dog or other Medium quadruped, but it probably couldn't wear armor crafted for a Medium monstrous spider.

Weapons: Weapons don't change size to match the wielder. You can wield an inappropriately sized weapon with a penalty (see *PH* 113). Regardless of a weapon's size, as long as you can hold a weapon you can activate its abilities; for example, a human could still activate the *wishes* held within a Huge *luck blade* even though he couldn't wield it in combat.

Shields: Like weapons, shields don't change size to match the wielder. Unlike with weapons, you gain no benefit from using an inappropriately sized shield. You can use the following table to determine the size of armor, shields, and weapons found at random. However, it's usually best to choose the size for an item by determining who in the adventuring group could get the most use out of it.

d%	Size
01–30	Small
31–90	Medium
91–100	Large or larger*

*DM's choice

As a default rule, treat creatures of any shape as having all the normal body slots available. Creatures never gain extra body slots for having extra body parts (for example, a marilith still has only one hands body slot and two rings body slots). For unusual cases, here are some guidelines to help a DM particularly dedicated to details:

Amorphous Creatures: Creatures without any shape, such as most oozes and the phasm (in its normal form), have no body slots and can't wear magic items at all.

Armless Creatures: Creatures without forelimbs, such as snakes, don't have the arms, hands, or rings body slot (but see multilegged creatures, below). A creature with only a single forelimb retains these body slots, and can wear both of a pair on the same limb (such as both gloves on the same hand, and so on).

Fingerless Creatures: Creatures without flexible digits or extremities, such as horses, lack the rings body slot. A creature need not be able to manipulate objects to wear rings—a hell hound can wear a ring on a toe of its forelimb.

Headless Creatures: Creatures without an identifiable head, such as shambling mounds, lack the face, head, and throat body slots.

Legless Creatures: Creatures without hind limbs, such as lillends, don't have the feet body slot.

Multilegged Creatures: Creatures with more than two legs can treat their foremost pair of limbs as their arms (allowing them access to the arms, hands, and rings body slots), even if those limbs are used for locomotion rather than for manipulation. Creatures with multiple legs that also have arms (such as centaurs or driders) don't lack any body slots.

ACTIVATING MAGIC ITEMS

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. In many cases, using an item requires an action of some kind.

You cannot activate an item that you do not properly possess, hold, or wear. A rod or wand must be held in your hand, a cloak must be worn on your back, and so on. Some items merely require that you carry them on your person but not specifically worn in a slot or carried in a hand (in a backpack, floating around your head, and so on). Each item in this book describes how you must carry it to benefit from its capabilities in the Body Slot entry of its description. A "—" indicates that the item merely needs to be carried on your person.

Every magic item in this book has an Activation entry in its description that describes the type of action necessary (if any) to activate the item and the means of activation. The action type might be standard, full-round, move, free, swift, or immediate. For definitions of standard, full-round, move, and free actions, see pages 138–139 of the *Player's Handbook*. Swift and immediate actions are described in the sidebar on page 220.

Following the action type is a parenthetical descriptor that further describes the means of activation; these are described below.

—: A dash on the activation line indicates that the item is always active so long as you wear, wield, or possess it in the proper manner. Simply wearing a *cloak of resistance* provides you with its bonus; you do not need to activate it. Similarly, a *+2 flaming battleaxe* grants the benefit of its magic on attacks you make with it without any special action on your part.

Using an item of this type does not provoke attacks of opportunity.

[Action Type] (command): Command activation means that a character speaks a command word and the item activates. No other special knowledge is needed.

A command word is the key to the item's lock, as it were. It can be a real word such as "Vibrant," "Square," or "Horse," but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is a seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use.

Activating a command word magic item does not provoke attacks of opportunity. You cannot activate a command word item in the area of a *silence* spell or if you are unable to speak.

[Action Type] (manipulation): Activating this type of item requires some physical manipulation of it, such as moving an *immovable rod* or pulling a patch from a *robe of useful items*. This movement is similar to the somatic component of a spell, in that you need a free hand to perform the action.

Activating a manipulation item provokes attacks of opportunity.

[Action Type] (mental): This type of item merely requires that you will it to function. Activating the item is a purely mental action. You can use the item in the area of a *silence* spell, while grappled, while paralyzed, and so on, as long as you have control of your own thoughts.

Activating such a magic item does not provoke attacks of opportunity. You cannot use a mentally activated item if you are dominated, unconscious, sleeping, turned to stone, or otherwise incapable of conscious independent thought. (However, someone who dominates you could make you use a mentally activated item or give you free rein to use it within the bounds of his other instructions.)

[Action Type] (spell completion): This is the activation method for scrolls. A scroll is a spell that is mostly finished. The preparation is done for the caster, so no preparation time is needed beforehand as with normal spellcasting. All that's left to do is perform the short, simple, finishing parts of the spellcasting (the final gestures, words, and so on). To use a spell completion item safely, a character must be of high enough level in the right class to cast the spell already. If he can't already cast the spell, there's a chance he'll make a mistake (see Scroll Mishaps, *DMG* 238, for possible consequences).

Activating a spell completion item provokes attacks of opportunity exactly as casting a spell does. You cannot activate a spell completion item if you would normally be prevented from casting the spell (for instance, you're in the area of a *silence* spell and the spell has a verbal component).

[Action Type] (spell trigger): Spell trigger activation is similar to spell completion, but it's even simpler. No gestures or spell finishing is needed, just a knowledge of spellcasting and a single word that must be spoken. This means that if a wizard picks up a spell trigger activation item (such as a wand or a staff) and that item stores a wizard spell, she knows how to use it. Specifically, anyone with a spell on his or her spell list knows how to use a spell trigger item that stores that spell. (This is the case even for a character who can't actually cast spells, such as a 3rd-level paladin.) The user must still determine what spell is stored in the item before she can activate it.

Activating a spell trigger item does not provoke attacks of opportunity.

— (ammunition): This type of item must be fired from a projectile weapon, such as a bow, crossbow, or sling. It activates in flight or upon reaching its target. Activating magic ammunition requires no special action; such items are activated as part of the action of firing the projectile weapon. Some kinds of magic ammunition can also be activated by throwing them (see below).

[Action Type] (thrown): This type of item must be thrown and is activated upon impact or in flight. It has the same options for targeting as a splash weapon (*PH* 158).

Throwing an item is a ranged attack and provokes attacks of opportunity. Unless stated otherwise, a thrown item is destroyed after its effect is resolved, and it cannot then be reused.

RESOLVING THE EFFECT

A magic item's description either specifically details its effect when activated or refers you to a particular spell, power, class feature, or other entry to learn the effect. Don't assume that just because a spell is a prerequisite that the item necessarily replicates that spell—in many cases, the spell is simply the closest reasonable effect to the item's power.

SAVE DCS AND CASTER LEVELS

Most item descriptions indicate the save DC (if any) for the item's powers. In cases where the save DC isn't given, the DC is 10 + (1-1/2 × the level of the spell or effect [rounded down]). (Effec-

SWIFT AND IMMEDIATE ACTIONS

These action types were introduced in previous supplements. A description of how they work follows.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. Unlike a swift action, an immediate action can be performed at any time—even if it's not your turn.

Using an immediate action on your turn is the same as using a swift action, and it counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

tively, this assumes that the item has the minimum ability score required to cast the spell.)

Similarly, each item's description indicates the caster level of its effect. If an item doesn't mention a caster level, assume the caster level is equal to the minimum caster level required for the highest-level spell given as a prerequisite for the item. For an item with only an enhancement bonus and no other abilities (such as a *+3 longsword*), the caster level is three times the enhancement bonus.

The description of an item's effect always supersedes the caster level given in the Caster Level entry. For example, even if an item with caster level 7th mimics a spell with a duration of 1 minute per caster level, if the item effect gives its duration as only 1 minute, you should ignore the normal duration in favor of this value.

Staffs and runestaffs (see page 223) are exceptions to this rule. Treat the saving throw DCs for these items as if the wielder had cast the spell herself, including caster level and all modifiers to the save DC.

CHARGED AND SINGLE-USE ITEMS

Not all magic items allow unlimited use of their powers. Some, such as wands and a *chime of opening*, have a limited number of uses (or charges) before their powers are permanently depleted. Others, such as potions and scrolls, function only a single time. After you use up the last charge or use of one of these items, it becomes a nonmagical object. Partially depleted charged items can't be recharged.

DAILY-USE ITEMS

Many magic items have a limited number of uses or charges per day. When the last of these charges is used, that power is no longer available, but the item is still magical (and might even still have other powers available). Unless otherwise noted, any item with daily uses regains all of those charges at dawn each day.

SPECIAL MAGIC ITEM RULES

This book presents a variety of new or revised subcategories of magic items that share certain attributes or game rules. Each subcategory is described below.

AUGMENT CRYSTALS

Tordek found a glowing green gem in the dragon's hoard. When he touched the gem to his axe's haft, it attached to the weapon's base. Tordek's axe now glowed with the same green energy, acid dripping along its length. When he removed the gem and affixed it to his dagger, the axe lost this ability, but the dagger dripped with acid instead.

An augment crystal is a small gem, crystal, or similar object that provides a magical effect when affixed to a weapon, shield, or suit of armor (or any other magic item that grants an armor bonus to AC). Each item can hold a single augment crystal, but an attached crystal can be swapped for another one at any time. Attaching an augment crystal to (or removing it from) an item requires a move action that doesn't provoke attacks of opportunity. Effectively, each eligible item has a single "slot" that can be filled by any appropriate augment crystal. Each augment crystal's Body Slot entry gives the appropriate item to which it can be attached.

Augment crystals are ranked as least, lesser, or greater. (Any crystal without a rank is considered a least augment crystal.) The rank not only describes the relative power level of the crystal's effect, but also the minimum required quality or enhancement bonus of the armor, shield, or weapon for the crystal to function:

- A least augment crystal functions whenever attached to an object of at least masterwork quality, even if the object itself has no magical properties.
- A lesser augment crystal functions only when attached to an object with a magical enhancement bonus of +1 or higher (such as a *+1 longsword* or *bracers of armor +1*).
- A greater augment crystal functions only when attached to an object with a magical enhancement bonus of +3 or higher. Only the item's actual bonus applies, not its "effective" bonus; for example, a *+1 keen holy flaming burst longsword* won't allow a greater augment crystal to function, since its actual bonus is only +1.

Augment crystals are found in Chapter 1: Armor and Chapter 2: Weapons.

RELICS

Brandor stood firm as the great dragon charged. Though the iron-thewed human could feel waves of preternatural fear washing over him, he paid them no heed. The onrushing dragon's jaws snapped with lightning speed, but its awesome teeth didn't sink into Brandor's armored body. Instead, they closed on his greatsword, shattering the steel as though it were brittle glass. The dragon's eyes took on a wicked gleam as shards of broken steel fell like rain, but it wasn't prepared for what happened next. Brandor cast aside the useless sword hilt and, with a quick prayer to Kord, seized the dragon's horns and wrenched at the massive head. Befuddled and dismayed, the dragon tried to shake off the puny human with a toss of its head. But Brandor held on, wrenching at the great head with all his might and main. The dragon resisted the inexorable force of Brandor's grip for a heartbeat; then it was lifted off its feet and thrown down like an immense rag doll. Outraged, the dragon writhed and tore at the human with its claws, but Brandor pressed his advantage,

BEHIND THE CURTAIN: AUGMENT CRYSTALS

Augment crystals offer characters a cheap method of improving weapons and armor. Unlike adding a normal armor or weapon property, buying and using an augment crystal doesn't require making a permanent decision about the item—if it later proves uninteresting, it can be sold or traded to help pay for a more powerful crystal or item.

The "swappable" nature of augment crystals also allows a character to be prepared for more eventualities. Paying for the *ghost touch* weapon property is not only a significant investment in gold, but also feels like wasted space whenever the characters aren't fighting shadows and wraiths. On the other hand, a *lesser truedeath crystal* (page 66) provides the same effect but can be swapped for another crystal when you don't face incorporeal creatures. Even low-level characters can afford to carry a couple of least crystals, and high-level characters can easily afford to keep a few extras in a *bag of holding* for special situations.

pinning the dragon to the ground. As his allies closed in, the proud dragon was forced to yield, and Brandor stood aside while the dragon was bound. Flexing his muscles once, he allowed himself a broad grin and casually hooked his thumbs into the belt of thick, gem-studded golden links that he wore.

A relic is a magic item that provides its full function only for a character devoted to the deity to whom the relic is dedicated. The user must devote a measure of spiritual energy to maintain a divine connection between the relic he wields and his deity's power. (Relics appear throughout Chapters 1 through 4.)

This divine connection can be opened in two ways.

- A divine spellcaster devoted to the relevant deity can temporarily sacrifice a spell slot of the level specified in the relic's description. He can't use the spell slot anymore, but he can use the relic. Whenever the character prepares or readies his divine spells, he decides whether he wants to keep the divine connection to the relic active by sacrificing the spell slot.
- Whether the character is a divine caster or not, he can wield a relic's power if he has the True Believer feat (see sidebar) and a sufficiently high character level (measured by Hit Dice), as described in the item description. Typically, his character level must be high enough that he could cast spells of the level required for sacrifice if all his levels were in the cleric class.

For example, Jozan is a 9th-level cleric of Pelor who finds himself in possession of a *dawnstar* relic. At dawn (that is, when preparing his cleric spells), he can sacrifice a 4th-level spell slot to gain the full use of the *dawnstar* for the day. Alternatively, he can prepare all his 4th-level spells and choose not to use the magic of the *dawnstar*.

If Alhandra the paladin has the True Believer feat and worships Pelor, she can use the *dawnstar* as long as she's 7th level or higher, because that's the level at which she would first have a 4th-level spell slot if she were a cleric. If Jozan had the True Believer feat, he could likewise use the *dawnstar* at 7th level or higher, and wouldn't have to give up a spell slot to do so.

Some relics have two or more tiers of relic powers, each requiring a different level of spell sacrifice (or character level, for those with the True Believer feat). Unless indicated otherwise, paying the second cost (or meeting the second level requirement) grants the character all the relic powers of the item.

All relics have a caster level of 20th, regardless of the creator's caster level.

In addition to its relic power, each relic has a base effect or power available to any character whose alignment is within one step of the associated deity's. For example, the *axe of ancestral virtue* functions as a *+1 keen adamantine dwarven waraxe* in the hands of any character who is lawful good, lawful neutral, or neutral good (that is, within one step of Moradin's LG alignment). In the hands of a character not of one of these alignments, the item has no magical abilities whatsoever and is simply an adamantine dwarven waraxe.

With a successful DC 20 Knowledge (religion) check, a character can identify any relic on sight. You might consider granting a character a +5 bonus on checks made to identify a relic dedicated to his church.

Furthermore, a character can improve an existing relic just as he could any other magic item. An *axe of ancestral virtue* has an effective enhancement bonus of +2 (+1 plus another +1 for the keen property), so improving it to a *+2 keen adamantine dwarven waraxe* would cost 10,000 gp, just as it would for any other weapon. In general, a character can add only to the item's nonrelic powers; however, you might allow a particularly dedicated character to add a new relic power (with an appropriate cost). Any additions to a relic—whether relic powers or not—must fit the theme of the deity to which the item is dedicated. For example, adding the merciful weapon property to the *morningstar of the many* (a relic dedicated to the murderous god Erythnul) would be inappropriate. The DM is always the final arbiter of such decisions.

Putting Relics into Play

Relics are generally not available for purchase, nor will a character trying to sell one automatically find a buyer. These items are rarer than other magic items; usually no more than a half-dozen copies of each relic exist. Secondly, they're tied so tightly to worship of a particular deity that only a few characters can use them.

Item descriptions provide market prices for each relic, but a PC will never find a price tag on a relic. Prices are given for relics to help the DM design appropriate treasure for the monsters or NPCs in the campaign. A church might offer a finder's fee or gifts equivalent to half the market price if a party were to return a lost relic, but such a situation should be roleplayed, since the deal depends greatly on the relationship between the church and the PCs who acquired the relic.

Here are a few ways a DM can put a relic into play.

- The traditional enemy of a PC's church—knowingly or unknowingly—has acquired a holy relic dedicated to the character's deity. You might send the PCs looking specifically for the relic or let them stumble across it accidentally.
- A relic once wielded by a great hero might show up in the treasure hoard of the powerful monster (such as a dragon) that caused the hero's death many years (or decades or centuries) earlier. The characters might discover the relic unexpectedly or (using Gather Information or divination magic) intentionally follow its trail.

RELIC FEATS

The following feats previously appeared in *Complete Divine,* and are reprinted here for convenience.

Sanctify Relic [Item Creation]

You can create magic items that are imbued with a connection to your deity.

Prerequisite: Any other item creation feat.

Benefit: You can craft relics—magic items that rely on a divine connection to a specific deity to function.

True Believer

Your deity rewards your unquestioning faith and devotion.

Prerequisite: Must choose a single deity to worship. Must be within one step of that deity's alignment.

Benefit: Once per day when you are about to attempt a saving throw, you can declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic of the deity you worship without sacrificing a spell slot.

- In exchange for a great service to the church, a PC could be awarded the use of a relic—perhaps in place of a monetary reward of similar value. This loan might be a reward for a task already completed, or a tool provided to accomplish a newly acquired quest.
- The Sanctify Relic feat (see sidebar) allows a character to craft a relic for which he meets the requirements. While the prerequisite for this feat (any other item creation feat) is easy for any caster to meet, a DM could introduce story-based requirements or ramifications for a character who wants to craft such an item. Certainly, any local church dedicated to the same deity would take an interest in a character who suddenly appears with a shiny new relic.

Creating Relics for Your Campaign

The relics in this book are based on the deities of the core D&D pantheon, but they don't have to be. Moradin's *axe of ancestral virtue* works just as well for any dwarven deity you create yourself—or any warlike but good deity, for that matter.

If you create your own relic, price the base item—that is, the effect available to a character who doesn't have the True Believer feat and chooses not to sacrifice a divine spell slot—just as you would any other magic item. The relic's special power, however, should be virtually free—rather than assessing a gp cost, the "cost" to the character is the spell slot or feat required to unlock the power.

The key is to balance the lost spell slot against the potency of the relic's special power or powers. A relic that requires a character to sacrifice a 4th-level spell should provide a power roughly equivalent to (or maybe a little bit better than) a typical 4th-level spell. Such a power shouldn't simply be a single daily use of another 4th-level spell—after all, the character could just have prepared that spell in the sacrificed spell slot. Instead, it should be something that the character couldn't do with a spell slot of that level.

Mialee researches ancient lore to create a new magic item

Illus. by R. Spencer

RUNESTAFFS

Hennet stepped boldly toward the red dragon Azymondian, who gave an evil chuckle. Thanks to its well-placed agents, the dragon knew full well that the sorcerer's best weapons—his spells of fire—would be useless. "You don't really think that your precious wall of fire can hold me back, do you?"

Hennet smiled back. "You're right, dragon, it won't." Then he reached into his bag of holding and drew forth a pale wooden staff chased with silver runes and tipped at each end with a glittering diamond. "But as my uncle used to say, sometimes what you know isn't as limiting as you think."

BEHIND THE CURTAIN: RELICS

Relics are somewhat more complex than standard magic items, but they don't require a player to learn any complicated new systems. Many have magical effects that no spell duplicates exactly, which gives them the feel of "artifacts on the cheap," but their overall power level isn't out of line with other magic items in the game.

As originally presented, most relics were extraordinarily expensive—a fact that effectively designated them as usable only by high-level characters. An unfortunate side effect of the high price, however, was that by the time the average cleric or paladin could "afford" to find a relic dedicated to his deity—that is, by the time such a valuable item was reasonable to recover in an enemy's treasure hoard—the character probably already had a more expensive and powerful item filling a similar niche. The *axe of ancestral virtue*, for example, originally had a price similar to a +5 weapon, but by the time a character could reasonably "find" the axe, he probably already had a better weapon, so he'd have to sell his existing weapon to "make room" for the axe. And many players just aren't interested in selling an expensive, powerful item in order to make room for another item—even if the second item is more flavorful.

To make relics more palatable to characters, we have reduced their prices so that they can show up earlier in the campaign—often even before a character is experienced enough to unlock their extra powers, so that they can "grow" along with the character. In some cases, this tactic required us to reduce the relic's power as well, but in many cases the extra ability a dedicated wielder gets is better than what the item previously provided.

The dragon howled in pain and surprise as great hailstones pounded down upon it from the sky above. If it survived this battle, it vowed, it would take great pleasure in devouring its "well-placed agents."

A runestaff allows its wielder to use her own arcane energy to generate magical effects. Typically, a runestaff has anywhere from two to five spells. By expending a prepared arcane spell or arcane spell slot, the wielder can cast a spell of the same level or lower from the runestaff's list, as long as that spell also appears on the wielder's class spell list. The spell is treated exactly as if the wielder cast the spell herself, including caster level, save DC, and any other effects related to the spell. Unless stated otherwise in the runestaff's description, each spell can be cast from a runestaff three times per day.

Example: Mialee wields a *runestaff of frost*, which holds *ice storm*, *wall of ice*, and *cone of cold*. She can sacrifice a prepared *dimension door* (a 4th-level spell) to cast either *ice storm* or *wall of ice*, since those are 4th-level wizard spells. If she sacrificed a prepared *teleport* (a 5th-level spell), she could cast any of the staff's three spells (since they are all 5th level or lower on the wizard spell list).

Example: Hofgren the hexblade (*CW* 5) could sacrifice a 2nd-level spell slot to cast *suggestion* from a *runestaff of enchantment*, since that's a 2nd-level hexblade spell. He couldn't use the staff's *crushing despair*, *mind fog*, or *mass suggestion* spells, since those aren't on the hexblade spell list.

In order to use a runestaff, you must attune yourself to it as part of your preparation or readying of arcane spells. You can't attune yourself to more than one runestaff at a time; attuning yourself to a second runestaff breaks your previous attunement.

Activating a runestaff (that is, casting a spell from it) is almost like casting the spell yourself, including casting time and even provoking attacks of opportunity. You must supply any components or costs normally required by the spell cast from the runestaff, just as if you had cast it yourself.

- If the spell has a verbal component, activating the runestaff requires you to perform that verbal component (and thus the spell can't be cast if you're incapable of speaking).
- If the spell has a somatic component, you don't need to have an extra hand free; simply manipulating the staff can meet the requirement (though arcane spell failure chance still applies).
- If the spell has a material component or focus, you must supply it as part of the casting. For example, if a runestaff held *stoneskin*, you'd have to supply 250 gp of diamond dust each time you cast that spell from the runestaff.
- If a spell has an XP component, you must pay it each time you use a runestaff to cast that spell.
- If the spell has any other prerequisite required to cast it (such as an alignment or racial restriction), you must meet the prerequisite to cast the spell from a runestaff.

You can apply the effect of metamagic feats that you know to spells from a runestaff, but you must expend a spell whose level equals or exceeds the adjusted level of the affected spell. Continuing the example given above, Mialee could apply her Empower Spell feat to the runestaff's *ice storm*, but she'd have to sacrifice a prepared spell of 6th level or higher (since Empower Spell adds two to the spell's level).

A runestaff appears essentially identical to a normal staff of the same name, though it always bears arcane runes (large and bold on some staffs, faint on others) that reveal its name and the spells it holds to anyone who uses *read magic* or succeeds on a DC 20 Spellcraft check.

Runestaffs appear in Chapter 4: Tools.

Creating New Runestaffs

If you want to create a runestaff of your own design, it should have two to five arcane spells associated with it, and the spells should be thematically linked in some way. The lowest-level spell in a runestaff should be at least 3rd level.

Crafting a runestaff requires the Craft Staff feat, along with any spells held by the runestaff. You don't need to supply any material components or foci required by the spells in a runestaff, nor do you need to pay any XP cost required by the spells, since the wielder of the staff pays those costs.

To set the price of a runestaff, multiply the level of the highest-level spell in the runestaff by itself, then by 400 gp. For each additional spell in the runestaff, square that spell's level and multiply by 200 gp. Add the values together to find the final price of the runestaff. If a spell can be used less than three times per day, reduce the gp multiplier for that spell by 100 per use below three (or 50 per use below three, for spells after the first).

Example: Steve's sorcerer wants to invent the *runestaff of speedy travel*, which would provide *dimension door* (4th), *fly* (3rd), and *expeditious retreat* (1st). The price for this item would be 6,400 (4 × 4 × 400) plus 1,800 (3 × 3 × 200) plus 200 (1 × 1 × 200), or 8,400 gp. If he only wanted to be able to use *dimension door* once per day, the price would be reduced to 6,800 gp (4 × 4 × 200 gp for *dimension door*, plus the other costs as normal).

SYNERGY PROPERTIES

Some of the armor, shield, and weapon properties described in Chapters 1 and 2 include the term [Synergy] after their names. A synergy property has a prerequisite, much as a feat does. Specifically, the item must already possess another particular

BEHIND THE CURTAIN: RUNESTAFFS

A runestaff allows an arcane spellcaster to augment her normal versatility without relying on charged items or simply adding more spells or spell-like abilities per day. Since a runestaff relies on the character's own spell slots to provide power, its price might seem artificially low. However, although increased versatility can result in a powerful character, it typically does so indirectly (by rewarding good strategy and character-building) rather than directly (by simply increasing the power of existing abilities or granting entirely new abilities).

In general, runestaffs are priced so that they are most likely to appear in a character's hands shortly after he becomes capable of casting spells of the item's highest level. A *runestaff of fire*, for example, costs 8,400 gp. That's nearly half of the average character wealth for a 7th-level character (the minimum level to cast 4th-level spells), so it's likely out of his price range. By 9th level, though, it's only a quarter of the character's expected wealth, and well within reach.

Table 6–1: Variant Synergy Abilities (Armor/Shield)

Armor/Shield Property	Prerequisite Property	Base Price Modifier
Energy resistance, improved*	Energy resistance	+24,000 gp
Energy resistance, greater*	Energy resistance, improved	+24,000 gp
Fortification, moderate	Fortification, light	+2 bonus
Fortification, heavy	Fortification, moderate	+2 bonus
Shadow, improved[A]	Shadow	+11,250 gp
Shadow, greater[A]	Shadow, improved	+18,750 gp
Silent moves, improved[A]	Silent moves	+11,250 gp
Silent moves, greater[A]	Silent moves, improved	+18,750 gp
Slick, improved[A]	Slick	+11,250 gp
Slick, greater[A]	Slick, improved	+18,750 gp
Spell resistance (15)	Spell resistance (13)	+1 bonus
Spell resistance (17)	Spell resistance (15)	+1 bonus
Spell resistance (19)	Spell resistance (17)	+1 bonus

*Includes acid, cold, electricity, fire, and sonic resistance.

A: Property only applies to armor.

Table 6–2: Variant Synergy Abilities (Weapons)

Weapon Property	Prerequisite Property	Base Price Modifier
Flaming burst	Flaming	+1 bonus
Icy burst	Frost	+1 bonus
Shocking burst	Shock	+1 bonus

property before a synergy ability can be added to it. Otherwise, synergy abilities function the same as any other armor or weapon property.

Despite the requirements for adding synergy abilities to armor and weapons, most adventurers consider them well worth the cost. These properties allow you to upgrade a favored ability of an item over time, rather than paying for it all at once. Synergy properties always replace their prerequisite property. Many synergy properties expand upon or improve the prerequisite property, and others both subsume the prerequisite property and add new abilities.

To determine a synergy item's effective enhancement bonus (and thus its aura strength and overall gp value), add together the bonus equivalent of the synergy property, the bonus equivalent of the synergy prerequisite property, the item's enhancement bonus, and any bonus equivalents for other properties the item has. However, after adding a synergy property, the item loses its synergy prerequisite abilities.

For example, *+1 greater anchoring full plate* has a total effective enhancement bonus of +3 (+1 enhancement + 1 anchoring + 1 greater anchoring), with a value of 9,170 gp and an aura strength equal to that of *+3 full plate*. However, *+1 greater anchoring full plate* does not still give its wearer the anchoring property's +5 bonus on checks to resist being tripped, overrun, or bull rushed. It instead gives the wearer the greater anchoring property's benefit (a +10 bonus on such checks).

A synergy property still counts as any of its synergy prerequisite properties for the purpose of qualifying an item for still more synergy properties. For example, a *+1 acidic burst longsword* is still considered a corrosive weapon for the purpose of qualifying to receive the energy surge synergy property (see Chapter 2 for details on these weapon properties).

Many existing armor and weapon properties could be considered synergy abilities; see Tables 6–1 and 6–2 for some options. This doesn't really change the end price of the armor or weapon, but it creates an inexpensive starting point and obvious upgrade path to reach what would otherwise be an exceptionally expensive end point. Typically, these synergy abilities supersede or simply replace the prerequisite property.

MAGIC ITEM SETS

Magic item sets (Chapter 5) use an expanded version of the normal magic item format to present their information. The new portions of the set descriptions are described below.

Introduction: A short introductory paragraph follows the set's title. This paragraph introduces the set in a general way. The paragraph that follows describes the types of characters who will likely find the set useful.

Lore: The Lore section includes DCs for Knowledge and bardic knowledge checks, as well as the information the DM should impart when a PC meets or exceeds the DC. A character who meets or exceeds a result gets all the information given for lower DCs.

The lowest DC typically gives the item set's general history. The next higher DC tells a little more about that history, and the DC after that reveals some secret that might be important to a PC collecting the set. The highest DC provided should tell a PC where a piece of the set was last known to have been used, and perhaps who possessed it. As a DM, you should use such a result to spur adventure. As with all Knowledge and bardic knowledge checks, a PC cannot take 20 or retry the check, but a PC who wants more information than the check result provided can spend additional time to research more about the item or try to find someone with more knowledge.

Tables: Two tables accompany each item set description. The Pieces and Abilities table summarizes the items in the set, their costs, the item slots they use, and their abilities. You can look at

DAMAGE AND REPAIR

Unless otherwise noted, a magic item can be damaged just like any other object, but they are often more durable than nonmagical objects. Magic armor, shields, and weapons, for example, add 2 to their hardness and gain 10 hit points for each +1 of enhancement bonus. Other magic items have hardness and hit points normal for their material and item type, though exceptions can exist.

A magic item's save bonus (for all saves) equals 2 + 1/2 its caster level (rounded down). An intelligent magic item (*DMG* 268) also adds its Wisdom bonus on Will saves. That said, a magic item doesn't even need to attempt a saving throw against a harmful effect unless it meets one of three criteria:

- It is unattended;
- It is specifically targeted by an effect (such as a *shatter* spell); or
- Its wielder rolls a natural 1 on his save against an effect that can harm objects.

A damaged magic item continues to function (and can be repaired) as long as it has at least 1 hit point. If reduced to 0 hit points, it is destroyed and all its magical power lost forever.

It costs no more to repair a magic item with the Craft skill (*PH* 70) than it does to repair its nonmagical counterpart. The *make whole* spell also repairs a damaged—but not destroyed—magic item.

this table to tell at a glance if the item set is something in which a character might be interested. The Collection Benefits table summarizes the abilities granted by collecting the sets and the number of items necessary to gain each collection benefit.

Collection Benefits: This section of the set's description tells you how each collection benefit works. Where necessary, the collection benefits describe the necessary action type, caster level, and so on.

Pieces of the Set: The individual items in the set follow, presented in the format used throughout *Magic Item Compendium*.

Creating Magic Item Sets

Each magic item set began with one original set. That original set was created or discovered in some legendary fashion, but now others can copy the items in the set so long as they have a piece of a set to work from. If your character has a piece of a set, he can create (or have someone else create) any other piece of the set using the normal magic item creation rules. He doesn't need to find one of the original set's pieces to make his own; any piece he finds can function as the genesis for recreating the entire set. He might also add other properties to items in the set using the rules found in the *Dungeon Master's Guide* and on page 233 of this book. You cannot alter or add to an item set's collection benefits.

Collecting Magic Item Sets

Because a character must first have a piece of the set to create more, DMs can control the introduction of the sets and their prevalence in the world. Once a set piece is introduced, a character might be able to create the other pieces or pay for them to be created. Depending on how prevalent the set is, it might be possible to purchase a piece. However, if a PC is interested in collecting a set, a DM should consider placing additional pieces in treasure hoards and allowing PCs to discover them based on rumors of their use.

A PC can usually obtain the first item of a set at a relatively low level, collecting more expensive set pieces as he advances. Each piece of a set has an item level, allowing a DM to know at a glance when an item in a set is appropriate for the PCs in his campaign.

ITEM LEVELS

This book assigns a level rating to each magic item, based on the item's market price. This is not the same as an item's caster level. Instead, the level rating of a magic item is a tool for the DM. Whether you're creating a monster's treasure hoard, building an NPC opponent, or crafting a player character above 1st level, choosing the appropriate magic items to include is crucial, and each item's level helps you do exactly that.

Mechanically, an item's level has no bearing on the game. It doesn't tell you (except indirectly) how potent the item is, how much damage it deals, or how difficult it is to suppress or dispel its effects.

Currently, the game assigns a budget of gold pieces based on the level of a monster, NPC, or PC to "spend" for that creature's treasure hoard or personal gear. This system is precise and monetarily efficient—it encourages you to spend every last gp allotted—but it's also slow. When you need to equip a bunch of NPCs in a hurry, or you just want a playable PC for tonight's game, you might reasonably choose for speed to take precedence over precision. Even if you're not choosing items randomly, the random tables in Appendix 2 provide a list of all items in this book and the *DMG* sorted by item level.

The item level system retains most of the economy of magic items, but replaces the precision of market price with the abstraction of level. A *cloak of resistance +1*, *pipes of the sewers*, and a divine *scroll of slay living* are all 4th-level magic items, even though their market prices are slightly different.

Coincidentally, an item's level also provides a useful guideline to the DM as to when such an item becomes appropriate for the PCs. In general, PCs should own items of their own character level or lower. Small exceptions to this general guideline exist—a 12th-level magic item is okay in the hands of a 10th-level PC—but straying too far can cause trouble.

Be warned that this system consciously trades precision for speed. It allows you to equip a character quickly, but it doesn't necessarily spend every last gold piece available, nor does it exactly replicate what you could purchase with the "normal" systems available. When creating an important NPC, building a player character's equipment list for a long-term campaign, or designing a treasure hoard (see page 265), consider using the normal rules in place of these.

TABLE 6–3: ITEM LEVELS BY PRICE

Item Level	Market Price Range (gp)	Sample Items
1/2	1–50	potion or scroll (1st-level spell), alchemist's fire
1st	51–150	masterwork armor, scroll (2nd-level spell)
2nd	151–400	masterwork weapon, potion (2nd-level spell)
3rd	401–800	wand (1st-level spell), potion (3rd-level spell)
4th	801–1,300	+1 armor
5th	1,301–1,800	*brooch of shielding*, full plate armor
6th	1,801–2,300	+1 weapon
7th	2,301–3,000	*cloak of elvenkind*
8th	3,001–4,000	+2 armor, *gauntlets of ogre power*
9th	4,001–5,000	wand (2nd-level spell)
10th	5,001–6,500	*boots of striding and springing*
11th	6,501–8,000	+2 weapon
12th	8,001–10,000	+3 armor
13th	10,001–13,000	*boots of speed*, wand (3rd-level spell)
14th	13,001–18,000	+3 weapon, +4 armor, *gloves of Dexterity +4*
15th	18,001–25,000	+5 armor, wand (4th-level spell)
16th	25,001–35,000	+4 weapon
17th	35,001–48,000	*amulet of health +6*
18th	48,001–64,000	+5 weapon
19th	64,001–80,000	*robe of the archmagi*
20th	80,001–100,000	*amulet of mighty fists +4*
21th	100,001–120,000	*robe of eyes*
22th	120,001–140,000	*holy avenger*
23th	140,001–160,000	*efreeti bottle*
24th	160,001–180,000	*staff of passage*
25th	180,001–200,000	*+5 vorpal weapon*
26th	200,001–220,000	*staff of power*
27th	220,001–240,000	*ring of elemental immunity (ELH)*
28th	240,001–260,000	*boots of swiftness (ELH)*
29th	260,001–280,000	*staff of mighty force (ELH)*
30th	280,001–300,000	*mantle of epic spell resistance (ELH)*

SETTING AN ITEM'S LEVEL

An item's market price determines its level. Find the market price range on Table 6–3: Item Levels by Price in which this value falls; this tells you its level. For example, a *cloak of elvenkind* has a market price of 2,500 gp. This falls between 2,301 gp and 3,000 gp, which makes the cloak a 7th-level magic item.

Fast-Play Exception: For magic weapons and armor, it's easiest to ignore the portion of market price derived from the masterwork item itself, as long as that's just a small fraction of the overall price. For example, treat a *+1 greatsword* (2,350 gp) as a 6th-level item, even though its actual market price is a little bit above that range. Don't abuse this shortcut by claiming that *+1 full plate* (2,650 gp market price) is only a 4th-level item (801–1,300 gp).

EQUIPPING AN NPC

Selecting equipment for an NPC is similar to building a treasure hoard, with two significant exceptions:

- Each NPC's gear includes multiple items specifically useful to that character; and
- Most of an NPC's treasure takes the form of equipment.

Thus, equipping an NPC with this system is a bit more complicated than just building a hoard, but it's still faster than accounting for every last gold piece using the standard method. Because NPC gear value doesn't scale at the same rate at low levels and at high levels, use one of the following methods depending on the NPC's level:

NPC Level 1st–6th: Assign items as shown below.

NPC Level	Item Levels
1st	2, 1, 1
2nd	3, 3, 2
3rd	4, 3, 2
4th	4, 3, 2, 2
5th	5, 4, 3
6th	5, 4, 4, 3

NPC Level 7th–20th: Starting two levels below the NPC's character level, select one item per level until you have five magic items. Then choose one additional item two levels below the NPC's level. For example, a 12th-level NPC wizard would select one item per level of 6th through 10th level, plus an extra 10th-level item. See the table below.

NPC Level	Item Levels
7th	5, 5, 4, 3, 2, 1
8th	6, 6, 5, 4, 3, 2
9th	7, 7, 6, 5, 4, 3
10th	8, 8, 7, 6, 5, 4
11th	9, 9, 8, 7, 6, 5
12th	10, 10, 9, 8, 7, 6
13th	11, 11, 10, 9, 8, 7
14th	12, 12, 11, 10, 9, 8
15th	13, 13, 12, 11, 10, 9
16th	14, 14, 13, 12, 11, 10
17th	15, 15, 14, 13, 12, 11
18th	16, 16, 15, 14, 13, 12
19th	17, 17, 16, 15, 14, 13
20th	18, 18, 17, 16, 15, 14

NPC Level 21st and up: Assign items as shown below.

NPC Level	Item Levels
21st	19, 18, 17, 16, 15, 14
22nd	20, 19, 18, 17
23rd	20, 19, 18, 17, 16
24th	20, 20, 19, 18
25th	21, 20, 19, 18
26th	21, 20, 19, 18, 17
27th	22, 21, 20, 19
28th	23, 22, 21, 20
29th	24, 23, 22, 21
30th	25, 24, 23, 22

When choosing gear for an NPC, start with the most important items that he needs in the encounter. For example, an NPC fighter should pick his armor and weapon before making any other selections. This ensures that the character has what he needs to keep up with the PCs in a fight.

You should select most or all of an NPC's magic items rather than generating them randomly—random rolls can too easily result in an opponent without any useful combat items. A single randomly generated magic item can add a little spice to an encounter, though, as well as suggesting a new tactic or unusual strategy for the character.

If needed, your NPC can trade up to gain a more powerful item or trade down to increase the number of items he has. Trading the NPC's weakest item for multiple scrolls or potions is a good way to give the character a few more interesting options in combat. See Equipping a PC, below, for details.

In addition to equipment, each NPC should carry approximately 100 gp worth of nonequipment treasure per character level (in the form of gold, gems, jewelry, and the like).

USED WANDS

Particularly when equipping an NPC, affording a fully charged wand can be difficult. Since the typical NPC won't have a chance to use more than a few wand charges in any combat, consider equipping such characters with partially used wands—that is, wands with fewer than full charges. This is also a good way to put a cheap wand into a treasure hoard, and you can even allow PCs to select a wand or two this way as well.

Use the table below to assign an item level for less than fully charged wands.

Wand (Charges)	Item Level
1st-level spell (10)	1st
1st-level spell (20)	2nd
2nd-level spell (10)	4th
2nd-level spell (20)	5th
3rd-level spell (10)	6th
3rd-level spell (20)	9th
4th-level spell (10)	8th
4th-level spell (20)	11th

Illus. by D. Allsop

Magic item creation requires much knowledge and many ingredients, some of them quite unsavory

EQUIPPING A PC

This system also lets you quickly select gear for a player character above 2nd level. It's not quite as accurate as the normal system, but the variation is typically no more than a couple percentage points from normal.

Starting at the PC's character level, select two items of each level all the way down to 1st level. For example, a 5th-level PC would have two 5th-level items, two 4th-level items, two 3rd-level items, two 2nd-level items, and two 1st-level items. Just as when equipping an NPC, pick the most important items first, filling out with the less crucial gear at the end of the process.

You can also allow the PC to take a lower-level item in place of a higher-level item. If you can't find a 12th-level item that interests you, you can always take an item of 11th level or lower in its place.

You can trade multiple individual items for a single, higher-level item. Generally, this isn't as efficient (you get less total value than what you give up), but the increased potency of the higher-level item is often worth it. The reverse is also true: To gain additional, weaker items you can trade a single higher-level item. See Table 6–4: Item Level Equivalencies, and use the following guidelines:

- To trade down, use the left-hand column to find the item you're giving up, then read across to see what two items you get in return.
- To trade up, use the right-hand column to find the pair of items you're giving up, then read across to see the single item you get in return.

TABLE 6–4: ITEM LEVEL EQUIVALENCIES

One Item of This Level	Equals Two Items of This Level
1st	1/2
2nd	1st
3rd	2nd
4th	3rd
5th or 6th	4th
7th	5th
8th	6th
9th	7th
10th	8th
11th	9th
12th	10th
13th	11th
14th	12th
15th	13th
16th	14th
17th or 18th	15th
19th	16th
20th	17th
21st or 22nd	18th
23rd or 24th	19th
25th or 26th	20th
27th or 28th	21st
29th	22nd
30th	23rd

PLACING MAGIC ITEMS

Including magic items as part of a treasure is a vital task of the DM; it's also delicate and difficult. It can be tempting to hand out powerful or particularly interesting items too soon or too often. (Some DMs make the opposite mistake, being too stingy and handing out too few magic items.) A single overpowering item can ruin a whole campaign—but if the PCs don't get enough magic items, they won't be powerful enough to deal with the challenges that have been balanced for characters of their level. The random magic item tables in Appendix 2 were designed to help in this regard. Frequently, however, you'll want to give your players items you have hand-picked as especially suitable for their characters. Feel free to do this more and more as you gain experience as a DM and—most important—as you become familiar with what items can and can't do.

Remember that magic items can and probably will be used by the NPCs who own them. If an orc chief has a *+2 longsword* in his treasure hoard, he is likely to use it in his battle with the PCs. Creatures such as a medusa or a lammasu might be able to use certain items, such as a *necklace of adaptation*, and even a dragon can drink a potion. See Size and Shape, page 219, for advice on how to handle odd-shaped creatures using magic items.

When placing magic items, keep two important numbers in mind. First is the expected treasure value for the monster or challenge overcome, as described on Table 3–3: Treasures Values per Encounter on page 51 of the *Dungeon Master's Guide* and also on Table 6–8: Sample Treasures. Obviously, you shouldn't place items worth significantly more than a monster's expected treasure value without a good reason; otherwise you're overrewarding the characters (and contributing to unnecessary power inflation). Similarly, if more than half of a monster's treasure consists of a single item, this can lead to arguments over whether any character "deserves" to get such a valuable item when the others get little or nothing. (Of course, if you have a lot of hoards like this, the total equals out over time, but make sure that your players recognize this to be true.) Finding items that fall in an appropriate price range is much easier if you use the lists of item levels by price found in Appendix 1.

The second important value is the recommended wealth of PCs based on their level. Table 6–9: Character Wealth by Level reproduces this information, which was previously presented in the *Dungeon Master's Guide* and *Epic Level Handbook*, collecting it in one location for easy reference. When you place magic items, anything worth less than 5% of a PC's expected wealth often falls below his notice—not only is it probably too weak to be useful, but it's barely even worth writing down on the loot list for sale later. Exceptions exist, to be sure—an 8th-level fighter won't pass up a *potion of cure serious wounds*—but even these exceptions aren't very exciting. Conversely, an item worth more than 50% of a character's expected wealth is almost certainly too big a chunk to swallow all at once; most PCs are sorely tempted to sell such an item to buy multiple cheaper items (and you're also probably

UPGRADING ITEMS: AN EFFICIENT ALTERNATIVE

Many of a character's most common items aren't gained (or purchased) as single, discrete items, but rather upgraded over the course of many levels. This category includes weapons, armor, ability-score boosters, and any other item with a bonus that can be improved from its starting value.

When a player character selects any of these items, you have two options: the fast option or the efficient option. The fast option simply assigns the item a level based on its total market price—a *+3 longsword* (18,315 gp) is a 14th-level item. This approach is quick, easy, and allows you to move quickly from item to item.

A more efficient (and favorable) approach is to pay for the item with multiple weaker item slots—sort of like buying it on an installment plan. This mimics the actual method by which most characters get their hands on magic items with high bonuses—by paying smaller quantities of gold repeatedly over the course of multiple levels to increase the item from its most basic form to its more powerful form. After all, that *+3 longsword* might have started as a *+1 longsword* (and a masterwork longsword before that) and only achieved its current enhancement bonus because someone paid a wizard to improve it.

To use the efficient option, choose the table appropriate to your item, then find the bonus in the left-hand column. The corresponding numbers in the right-hand column indicate the lower-level items that you can "sacrifice" in place of the normal item level slot. Using the *+3 longsword* as an example, rather than selecting it as a 14th-level item, you could pay for it with a 6th-level slot (which represents the *+1 longsword* you started with), a 10th-level slot (representing the sword's improvement from +1 to +2), and a 12th-level slot (the final improvement from +2 to +3).

Table 6–5: Armor, Shields, and Resistance Bonus

Bonus	Item Level Breakdown
+2	8 (7 + 4)
+3	12 (9 + 7 + 4)
+4	14 (10 + 9 + 7 + 4)
+5	15 (12 + 10 + 9 + 7 + 4)
+6*	17 (13 + 12 + 10 + 9 + 7 + 4)
+7*	18 (13 + 13 + 12 + 10 + 9 + 7 + 4)
+8*	19 (14 + 13 + 12 + 10 + 9 + 7 + 4)
+9*	20 (15 + 14 + 13 + 12 + 10 + 9 + 7 + 4)
+10*	21 (16 + 15 + 14 + 13 + 12 + 10 + 9 + 7 + 4)

*Refers to armor or shield's total effective bonus, including special properties.

Table 6–6: Weapon, Deflection Bonus, or Natural Armor Bonus

Bonus	Item Level Breakdown
+2	11 (10 + 6)
+3	14 (12 + 10 + 6)
+4	16 (13 + 12 + 10 + 6)
+5	18 (14 + 13 + 12 + 10 + 6)
+6*	19 (15 + 14 + 13 + 12 + 10 + 6)
+7*	21 (15 + 15 + 14 + 13 + 12 + 10 + 6)
+8*	23 (16 + 15 + 15 + 14 + 13 + 12 + 10 + 6)
+9*	25 (17 + 16 + 15 + 15 + 14 + 13 + 12 + 10 + 6)
+10*	27 (17 + 17 + 16 + 15 + 15 + 14 + 13 + 12 + 10 + 6)

*Refers to weapon's total effective bonus, including special properties.

Table 6–7: Ability Score Bonus

Bonus	Item Level Breakdown
+4	13 + 8
+6	15 + 13 + 8

Table 6–8: Sample Treasures

Encounter Level	Treasure/ Encounter	Sample Treasure (Low Magic)	Sample Treasure (Half Magic)	Sample Treasure (All Magic)
1	300 gp	Level 1/2; 250 gp	Level 1; 150 gp	Level 1, 1
2	600 gp	Level 1; 450 gp	Level 1, 1; 300 gp	Level 2, 1
3	900 gp	Level 1; 750 gp	Level 2; 500 gp	Level 3, 1
4	1,200 gp	Level 2; 800 gp	Level 2, 1; 600 gp	Level 4
5	1,600 gp	Level 2; 1,200 gp	Level 3; 800 gp	Level 5
6	2,000 gp	Level 2; 1,600 gp	Level 3, 1; 1,050 gp	Level 6
7	2,600 gp	Level 3; 1,800 gp	Level 4; 1,300 gp	Level 7
8	3,400 gp	Level 3; 2,600 gp	Level 5; 1,600 gp	Level 8
9	4,500 gp	Level 4; 3,200 gp	Level 6; 2,300 gp	Level 9
10	5,800 gp	Level 4; 4,500 gp	Level 7; 2,800 gp	Level 10
11	7,500 gp	Level 5; 5,700 gp	Level 8; 3,500 gp	Level 11
12	9,800 gp	Level 6; 7,600 gp	Level 9; 4,800 gp	Level 12
13	13,000 gp	Level 7; 10,000 gp	Level 10; 6,500 gp	Level 13
14	17,000 gp	Level 8; 13,000 gp	Level 11; 9,000 gp	Level 14
15	22,000 gp	Level 9; 17,000 gp	Level 12; 12,000 gp	Level 15
16	28,000 gp	Level 10; 21,500 gp	Level 13; 15,000 gp	Level 16
17	36,000 gp	Level 12; 26,000 gp	Level 14; 18,000 gp	Level 17
18	47,000 gp	Level 13; 34,000 gp	Level 15; 22,000 gp	Level 18
19	61,000 gp	Level 13; 48,000 gp	Level 16; 31,000 gp	Level 19
20	80,000 gp	Level 14; 62,000 gp	Level 17; 40,000 gp	Level 20

faced with the "do you deserve this item" argument described earlier, not to mention the power inflation issue).

As an example, it's just as inappropriate to place a suit of *+5 full plate* in the nest of an ettercap as it is to place a *+1 longsword* in the hoard of a beholder. In the former case, the item is well beyond the recommended treasure value for a creature of the ettercap's Challenge Rating, as well as significantly higher than the expected total wealth of any PC who would find the ettercap a challenging opponent. In the latter case, not only is the weapon a relatively insignificant portion of a beholder's average treasure hoard, it's unlikely that any PC involved in the beholder's defeat will find such a weak magic item useful enough to keep. You're better off just including a piece of jewelry worth a similar amount, or at least a couple of scrolls or potions that are likely to find use.

A useful tool introduced by this book to help you place appropriately valued magic items is the concept of item levels (see page 226). That section includes advice on placing magic items in treasure hoards as well as in the hands of NPCs.

CHOOSING THE RIGHT ITEMS

Placing magic items in a treasure hoard is more than just crunching numbers. It doesn't do much good to put in items worth the right amount if none of the PCs finds them interesting enough to keep. Players are often coldly and brutally efficient in rating the perceived value of magic items found in a dungeon. No matter how lovingly crafted or integral to your world's history an item might be, if it doesn't fit the needs of any of the characters, it's going up for sale.

To increase the odds of a magic item finding its way into a character's list of gear, think carefully about the kinds of tactics your players (and their characters) prefer. If Neil's fighter is extremely risk-averse, chances are he favors defensive items that boost his AC or saving throws. On the other hand, since Viet's paladin values offensive might over everything else, he's always looking for ways to increase the amount of damage he deals. Even though both characters fill a similar role in the party, the same magic item won't necessarily appeal equally. Neil's more likely

BEHIND THE CURTAIN: HOW IT WORKS

In this system, each item represents roughly half of the total net treasure a PC gains in the course of achieving the item's level. The top end of each level's market value range was created by subtracting a character's expected gear of level N–1 from that of level N—that is, the net treasure gained by the character in achieving the item's level—then halving the result. For example, a 6th-level item (1,801–2,300 gp) has a value equal to one-half the difference between the wealth of a 5th-level character and a 6th-level character (13,000 – 9,000 = 4,000 gp). Assigning a PC's gear, then, is a simple process of selecting which two items he gained at each of his levels. This is an abstraction, to be sure—PCs don't necessarily gain magic items at such a steady rate—but it works reasonably well when speed is your primary goal.

Since NPCs don't accumulate treasure at the same rate as PCs (if they did, every NPC of your level you defeated would double your treasure), they can't use the same system for assigning gear. Nor does a one-size-fits-all system work at all levels, due to the uneven progression of NPC gear. This makes the ad hoc nature of the three systems described above necessary.

In theory, you could use this system to buy many items that are low on the value range for a level and accidentally underequip your PC or NPC. However, the market price ranges are narrow enough that it's unlikely your result will vary significantly from the normal organic nature of character wealth acquisition. If you are really worried about spending all of a character's budget, you're better off using the normal system for equipping a character.

Table 6–9: Character Wealth by Level

Character Level	PC Wealth	NPC Wealth
1st	see *PH* 111	900 gp
2nd	900 gp	2,000 gp
3rd	2,700 gp	2,500 gp
4th	5,400 gp	3,300 gp
5th	9,000 gp	4,300 gp
6th	13,000 gp	5,600 gp
7th	19,000 gp	7,200 gp
8th	27,000 gp	9,400 gp
9th	36,000 gp	12,000 gp
10th	49,000 gp	16,000 gp
11th	66,000 gp	21,000 gp
12th	88,000 gp	27,000 gp
13th	110,000 gp	35,000 gp
14th	150,000 gp	45,000 gp
15th	200,000 gp	59,000 gp
16th	260,000 gp	77,000 gp
17th	340,000 gp	100,000 gp
18th	440,000 gp	130,000 gp
19th	580,000 gp	170,000 gp
20th	760,000 gp	220,000 gp
21st	975,000 gp	240,000 gp
22nd	1,200,000 gp	265,000 gp
23rd	1,500,000 gp	290,000 gp
24th	1,800,000 gp	320,000 gp
25th	2,100,000 gp	350,000 gp
26th	2,500,000 gp	390,000 gp
27th	2,900,000 gp	430,000 gp
28th	3,300,000 gp	470,000 gp
29th	3,800,000 gp	520,000 gp
30th	4,300,000 gp	570,000 gp

to go after a *ring of protection* or *minor cloak of displacement*, while Viet's eyes will light up when he sees the *gauntlets of ogre power* or *belt of one mighty blow* (see page 74). Neither of them is going to jump at the chance to don a *hat of disguise*, so why bother to include it in a dragon's hoard?

Avoid the temptation to second-guess your players, and don't assume they know what might come in handy later in the campaign. Even though it's clear to you that Chris's wizard desperately needs an *amulet of health* for a few extra hit points, he might find the *necklace of fireballs* more fun. If you haven't told the players that the next adventure will lead them to the Elemental Plane of Fire, is it any surprise that they prefer to sell the *ring of fire resistance* they just found?

Don't place an item whose only purpose is to replace a valuable item already possessed by one of the characters unless you're sure it's what the character wants. A *+2 flaming morningstar* might look better than the fighter's *+1 keen longsword* at first glance, but if that fighter has Weapon Focus, really enjoys the longsword's greater critical threat range, or expects to fight a lot of hell hounds in the near future, he's not going to consider the morningstar to be "better" than his longsword, even if it might be demonstrably superior in many ways. Instead, place items that complement the fighter's prized gear, such as augment crystals (see page 221), reusable items (such as the *brute gauntlets* on page 83), or low-priced one-shot items (such as *oil of bless weapon*).

Not every magic item has to be a huge prize—plenty of fun, useful, and relatively inexpensive magic items can be found throughout this book. (In fact, this book has a higher concentration of such items than any other D&D resource to date.) Players would much rather find two interesting, useful 2,000-gp items than an unexciting 4,000-gp item, even though the net gain is the same. Similarly, most adventuring parties are happier to find four useful 2,000-gp items than a single useful 8,000-gp item—the former option is a lot easier to split up among the characters than the latter.

USING ITEM LEVELS

To assign items quickly using item levels, compare the Encounter Level to Table 6–8: Sample Treasures. The table includes three columns: low magic (appropriate for creatures that neither use nor are likely to collect magic items), half magic (appropriate for creatures that might use an item or two, or who often encounter magic-wielding prey), or all magic (for monsters with the capability of easily turning gold into new items). Choose the column that best fits the type of hoard you want to create; when in doubt, use the middle column.

If you want, you can replace a single magic item in the hoard with two weaker items. Beware of doing this too often—while it can provide variety in a treasure hoard, it also decreases the chance that a PC will find an item worth keeping and using. In a normal D&D campaign, items more than six levels below the PCs' level aren't usually very interesting. See Table 6–4: Item Level Equivalencies to see how to replace a single item with multiple, less powerful items.

After you've determined the levels of the items in the hoard, go to the item tables in Appendix 2 to either randomly determine or handpick which items are present.

RANDOM TREASURE

Rolling random treasure values from Table 3–5: Treasure in the *Dungeon Master's Guide* can be fun, but it's also slow. The new random treasure tables in Appendix 2 collect all the items from this book and the *Dungeon Master's Guide* in one place, produce treasure that is more consistent from encounter to encounter, and make treasure generation much faster.

BUYING AND SELLING MAGIC ITEMS

A player points to an item published in this book or the *Dungeon Master's Guide* and asks, "Can I buy this?" The answer should usually be, "Yes."

Magic items are an important part of every character's arsenal of abilities. Most monsters and encounters assume that characters have a certain amount of gear to make the challenge appropriate. Furthermore, at many levels magic items represent a character's only option for customization; picking up a new magic ring or bag of potions is significantly more fun than allotting skill points.

That's not to say that you can't apply occasional constraints to how and when magic items can be purchased, only that the constraints should be reasonable and shouldn't prevent players from equipping their characters fairly. For instance, a character seeking a magic item should be in a community whose gold piece limit is equal to or greater than the cost of the desired item (see Table 6–10: Community GP Limits). You might also choose to limit particular items for campaign story reasons—maybe the knowledge of how to create certain items is a closely guarded secret of a particular group, or even forgotten to all.

In general, though, you should allow characters with sufficient funds to equip themselves as they desire. Even the most thoughtfully constructed series of treasure hoards almost certainly fails

Table 6–10: Community GP Limits

Town Size	PC Purchase Limit	Item Level†	PC Sale Limit**
Thorp	40 gp	1/2	50 gp
Hamlet	100 gp	1st	500 gp
Village	200 gp	1st	5,000 gp
Small town	800 gp	3rd	50,000 gp
Large town	3,000 gp	7th	500,000 gp
Small city	15,000 gp	14th	no limit
Large city	40,000 gp	17th	no limit
Metropolis	100,000 gp	21st	no limit
Metropolis, planar*	600,000 gp	n/a	no limit

* As described in *Epic Level Handbook* (population 100,000+).

† See "Item Levels" on page 226. (While the item levels given don't precisely match the gp numbers given for each community, they're close enough for DMs who just want easy reference.)

** This approximates the value derived by the formula presented under "Community Wealth and Population" on page 137 of the *DMG*.

to provide all your players the items they want to maximize their enjoyment as they advance in level.

WHERE TO BUY

Large one-stop-shop "magic emporiums" are unrealistic and rare even in metropolis-sized cities. Instead, a community's total stock of magic items for sale is widely distributed among dusty alchemist's shops, bookstores, scribers' boutiques, pawn shops, elixir brewers, the residences of retired adventurers, the old mage on the corner, curio shops, and so on.

Except when you want to advance an adventure or campaign story arc, abstract the purchase of a particular magic item such that, given a few hours of effort asking around and tracking down the sought-for item, a PC finds and purchases the item she seeks if its market price is equal to or less than the town's gp limit (given in the "PC Purchase Limit" column of Table 6–10: Community GP Limits).

If time is an issue in the purchase of an item (for example, a pair of *goggles of night* is needed before nightfall), you might require the PC to attempt a Gather Information check to track the item down. Set the DC of the Gather Information check equal to the DC in the Aura entry of each item (which is equal to 15 + 1/2 the item's caster level). If the Gather Information check is successful, the PC finds the item within the time constraint. On a failed check, a PC can check again if time permits.

WHERE TO SELL

As noted on page 112 of the *Player's Handbook*, PCs can sell their loot for half its listed price. Just as described above under Where to Buy, PCs automatically find a buyer willing to take their item (for half its market price) within an hour or two of asking around (or less, if they know the local curio shop takes all such oddities). Remember that partially depleted wands or similarly charged items are worth only a percentage of this value (equal to the percent of charges remaining; for example, a wand with 10 charges remaining is worth only 20% of the normal value).

Generally, an item can't be sold if half its listed price exceeds the community's total amount of ready cash (noted in the "PC Sale Limit" column of Table 6–10: Community GP Limits), but you can allow the PCs a Gather Information check as described above to find a buyer with funds sufficient to take it off the PCs' hands for one-fourth its market price (or the PC sale limit, whichever is lower).

CRAFTING MAGIC ITEMS

To create magic items, spellcasters use special feats. They invest time, money, and their own personal energy (in the form of experience points) in an item's creation. This section reiterates the basics of magic item creation; for more details on creating the different types of magic items, see the information on item creation feats in Chapter 5 of the *Player's Handbook*, as well as the appropriate sections in Chapter 7 of the *Dungeon Master's Guide*.

All items have prerequisites in their descriptions. These prerequisites must be met for the item to be created. Most of the time, they take the form of feats and spells that the item's creator must know, although access through another magic item or spellcaster is allowed. It's perfectly acceptable for two or more characters to work together to create a magic item, with each character supplying some of the prerequisites. (In all places where this text refers to the "creator" of a magic item, it includes all characters supplying at least one prerequisite for the item's creation.) The XP cost must always be paid by the character who supplies the item creation feat required by the item, no matter how many other characters cooperate in its creation.

PSIONICS AND CRAFTING MAGIC ITEMS

Many of the items in this book can also be created by a character with the appropriate psionic item creation feat.

For the purpose of meeting item prerequisites, a character who has the Craft Psionic Arms and Armor feat is treated as having Craft Magic Arms and Armor. Likewise, a character who has Craft Universal Item meets the feat prerequisite for items that require Craft Wondrous Item.

If an item includes a spell prerequisite, but the effect of the item does not directly implement that spell, then a psionic power of similar flavor can be substituted. If the item replicates a spell effect, then only the psionic version of that spell or a psionic power that replicates the same effect can be used to satisfy the prerequisite. For example, a character can create a *helm of teleportation* using *psionic teleport* as a power prerequisite, or *energy burst* as a power to create a *necklace of fireballs*.

The prerequisites of some items, such as the *eldritch blast* required for *gauntlets of eldritch energy*, have no psionic equivalent, and so cannot be created by a psionic character without the aid of a character who does meet the requirement.

If you are using the Psionics Is Different variant (*EPH* 65), then an item created by a psionic character using a psionic item creation feat would be a psionic item. The guidelines given above should be used to determine the psionic item's feat and power prerequisites.

The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells (see Preparing Wizard Spells, *PH* 177) is suitable for making items. Creating an item requires one day per 1,000 gp in the item's base price (rounding up), with a minimum of at least one day. Potions are an exception to this rule; they always take just one day to brew. The character must spend the gold and XP at the beginning of the construction process.

The creator works for 8 hours each day. He cannot rush the process by working longer each day. But the days need not be consecutive, and the caster can use the rest of his time as he sees fit. A character who takes a break from item creation to adventure should keep track of how many days of work remain on the item currently being crafted.

A character can work on only one item at a time. If a character starts work on a new item, all materials used and XP spent on the under-construction item are wasted.

Magic supplies for items always cost half of the base price in gp and 1/25 of the base price in XP. For many items, the market price equals the base price. For example, a *cloak of elvenkind* has a market price (and base price) of 2,500 gp. Making one costs 1,250 gp in raw materials plus 100 XP. Armor, shields, weapons, and items with a value independent of their magically enhanced properties add their item cost to the market price. The item cost does not influence the base price (which determines the cost of magic supplies and the experience point cost), but it does increase the final market price.

IMPROVING MAGIC ITEMS

You can add new magical abilities to a magic item with virtually no restrictions. The cost and prerequisites to do this are the same as if the item was not magical. Thus, a *+1 longsword* can be made into a *+2 vorpal longsword*, with the cost to create it being equal to that of a *+2 vorpal longsword* minus the cost of a *+1 longsword* (98,315 – 2,315 = 96,000 gp). The character improving the magic item must meet the same prerequisites as if he were creating the item from scratch.

It's recommended that you add new magical abilities only to items that occupy the same body slot as the added effect would normally occupy. For example, it's okay to add the power of *boots of striding and springing* to *slippers of spider climbing*, since both of those items occupy the same body slot. However, adding the power of *boots of striding and springing* to a *cloak of resistance* doesn't make much sense. This isn't a hard and fast rule, but it's a reasonable guide that helps maintain some level of flavor and verisimilitude in the magic item system.

In most cases, if the item is one that occupies a body slot, the cost of adding any additional ability to that item is 1-1/2 times the value of the added power (or the value of the added power plus 1/2 the value of the existing item, if the added power normally costs more than the existing item). For example, if a character adds the power to confer *feather fall* to her *ring of jumping*, the cost of adding this ability is 3,300 gp, the same as for creating a *ring of feather falling* × 1-1/2. On the other hand, if she were adding the power of a *ring of force shield* to that *ring of jumping*, the cost of adding the ability would be 9,750 gp (8,500 gp for the *ring of force shield* plus half of 2,500 gp, the price of a *ring of jumping*).

This added cost doesn't necessarily apply when adding some common effects to existing items; see below.

Adding Common Item Effects to Existing Items

One of the most frustrating roadblocks to using interesting, unusual magic items is that they take up body slots that you need for an ability-boosting item (such as *gauntlets of ogre power*), a *ring of protection*, or another must-have item. To address this issue, *Magic Item Compendium* presents official rules for adding common item effects to existing magic items.

BEHIND THE CURTAIN: PRICING MAGIC ITEMS

This book intentionally does not present any detailed rules on pricing new magic items that you create. The *Dungeon Master's Guide* provides various methods of estimating (and don't underestimate the importance of that word in this task) gold piece values for simple magic items you design, but the very nature of magic item design in D&D doesn't lend itself to hard-and-fast rules for setting these prices. Any two items that replicate different spells can, and probably should, vary dramatically in price, even if the spell level and caster level are identical. (If that seems hard to believe, compare the value of a *ring of invisibility* with an item that allowed you to cast *make whole* at will.) On top of that, layer all the other interesting variations that magic items can have—alternative activation times, limited uses per day, situational restrictions on use, and so forth—and even the most diligently designed "system" of price determination can't help but fall apart.

The magic item prices in this book aren't the result of any intricate formulas or detailed equations. Instead, each price is set individually by comparing the item (and more important, its likely perceived value to player characters) to other items commonly used by PCs. That last part bears emphasizing again: It doesn't do much good to say that a new item is worth about the same as a *magnificent cape of divine eminence* if the latter item is priced so exorbitantly that characters aren't interested in buying or keeping it. Instead, compare new items to those that characters are already choosing and using—magic weapons and armor, *rings of protection, cloaks of resistance, rings of invisibility, boots of striding and springing,* and of course, the various ability-score boosters. If you want your characters to find a newly designed magic item compelling, make sure that it can compete with the obvious choice they would have otherwise made.

If you compare the items in this book to those in other books (or particularly, with previously published versions of the same items in other books), you might be shocked at the price differences. Many of the items reproduced in this book have had their prices shaved or even slashed dramatically. Sometimes, that's because we also reduced the overall effect of the item (so that it is available to a broader range of characters), but often the item is just as good as it always was but now costs 10%, 25%, or 50% less than it did before. That's all just part of the same process of comparing new items to older, more popular items. In a way, it's simple supply and demand—if characters weren't buying *sandals of sprinting*, that likely means that they were just too expensive for their effect.

Table 6–11: Adding/Improving Common Item Effects

Effect	Body Slot*	Prerequisites[1]	Price
AC, +1 deflection bonus	B, R, S	*shield of faith*	2,000 gp
AC, +1 to +2 deflection bonus	B, R, S	*shield of faith*	6,000 gp
AC, +2 to +3 deflection bonus	B, R, S	*shield of faith*	10,000 gp
AC, +3 to +4 deflection bonus	B, R, S	*shield of faith*	14,000 gp
AC, +4 to +5 deflection bonus	B, R, S	*shield of faith*	18,000 gp
AC, +1 armor bonus[2]	A, B	*mage armor*	1,000 gp
AC, +1 to +2 armor bonus[2]	A, B	*mage armor*	3,000 gp
AC, +2 to +3 armor bonus[2]	A, B	*mage armor*	5,000 gp
AC, +3 to +4 armor bonus[2]	A, B	*mage armor*	7,000 gp
AC, +4 to +5 armor bonus[2]	A, B	*mage armor*	9,000 gp
AC, +5 to +6 armor bonus[2]	A, B	*mage armor*	11,000 gp
AC, +6 to +7 armor bonus[2]	A, B	*mage armor*	13,000 gp
AC, +7 to +8 armor bonus[2]	A, B	*mage armor*	15,000 gp
AC, +1 enhancement bonus to natural armor	B, To	*barkskin*	2,000 gp
AC, +1 to +2 enhancement bonus to natural armor	B, To	*barkskin*	6,000 gp
AC, +2 to +3 enhancement bonus to natural armor	B, To	*barkskin*	10,000 gp
AC, +3 to +4 enhancement bonus to natural armor	B, To	*barkskin*	14,000 gp
AC, +4 to +5 enhancement bonus to natural armor	B, To	*barkskin*	18,000 gp
Charisma, +2 enhancement bonus	Hd, S	*eagle's splendor*	4,000 gp
Charisma, +2 to +4 enhancement bonus	Hd, S	*eagle's splendor*	12,000 gp
Charisma, +4 to +6 enhancement bonus	Hd, S	*eagle's splendor*	20,000 gp
Constitution, +2 enhancement bonus	Th, To, W	*bear's endurance*	4,000 gp
Constitution, +2 to +4 enhancement bonus	Th, To, W	*bear's endurance*	12,000 gp
Constitution, +4 to +6 enhancement bonus	Th, To, W	*bear's endurance*	20,000 gp
Dexterity, +2 enhancement bonus	A, Ft, Ha	*cat's grace*	4,000 gp
Dexterity, +2 to +4 enhancement bonus	A, Ft, Ha	*cat's grace*	12,000 gp
Dexterity, +4 to +6 enhancement bonus	A, Ft, Ha	*cat's grace*	20,000 gp
Intelligence, +2 enhancement bonus	Fa, Hd	*fox's cunning*	4,000 gp
Intelligence, +2 to +4 enhancement bonus	Fa, Hd	*fox's cunning*	12,000 gp
Intelligence, +4 to +6 enhancement bonus	Fa, Hd	*fox's cunning*	20,000 gp
Strength, +2 enhancement bonus	A, Ha, W	*bull's strength*	4,000 gp
Strength, +2 to +4 enhancement bonus	A, Ha, W	*bull's strength*	12,000 gp
Strength, +4 to +6 enhancement bonus	A, Ha, W	*bull's strength*	20,000 gp
Wisdom, +2 enhancement bonus	Hd, Th	*owl's wisdom*	4,000 gp
Wisdom, +2 to +4 enhancement bonus	Hd, Th	*owl's wisdom*	12,000 gp
Wisdom, +4 to +6 enhancement bonus	Hd, Th	*owl's wisdom*	20,000 gp
Resistance to energy, 5	B, R, S, To	*resist energy*	4,000 gp
Resistance to energy, 5 to 10	B, R, S, To	*resist energy*	8,000 gp
Resistance to energy, 10 to 20	B, R, S, To	*resist energy*	16,000 gp
Resistance to energy, 20 to 30	B, R, S, To	*resist energy*	16,000 gp
Saving throws, +1 resistance bonus	S, To	*resistance,* CL 3 × bonus	1,000 gp
Saving throws, +1 to +2 resistance bonus	S, To	*resistance,* CL 3 × bonus	3,000 gp
Saving throws, +2 to +3 resistance bonus	S, To	*resistance,* CL 3 × bonus	5,000 gp
Saving throws, +3 to +4 resistance bonus	S, To	*resistance,* CL 3 × bonus	7,000 gp
Saving throws, +4 to +5 resistance bonus	S, To	*resistance,* CL 3 × bonus	9,000 gp

* A = Arms; B = Body; Fa = Face; Ft = Feet; Ha = Hands; Hd = Head; R = Ring; S = Shoulders; Th = Throat; To = Torso; W = Waist.

1 The character performing the crafting must also have the item creation feat appropriate for the item to which the effect is added.

2 Cannot be added to any item that already provides a (nonmagical) armor or shield bonus to AC.

Table 6–11: Adding/Improving Common Item Effects presents a list of common item effects, from ability score enhancement bonuses to energy resistance, and the price to add that effect to an item.

The table also indicates the appropriate body slot (or slots) for each effect. For example, you can add an enhancement bonus to Charisma only to an item that occupies the head or shoulders body slot (such as a headband or cloak). A DM can choose to deviate from this guideline, but should avoid nonsensical combinations (such as gloves that provide a bonus to Wisdom).

Adding one of these effects to an existing item works much like creating an item from scratch. The crafting character must meet the given prerequisites, must expend gold equal to one-half the price and XP equal to 1/25 the price, and must spend 1 day per 1,000 gp of the price.

Example: Lidda has a pair of *boots of striding and springing,* and she wants to add a Dexterity bonus (rather than buying *gloves of Dexterity*). Her friend Mialee isn't around, so Lidda must track down a stranger to do the work. She pays the wizard 4,000 gp, and four days later her boots now also grant her a +2 enhancement bonus to Dexterity. When Lidda later decides to improve the bonus to +4, she manages to talk Mialee (who has the Craft Wondrous Item feat and knows the *cat's grace* spell) into performing the work. After spending eight 8-hour days of work and expending 6,000 gp of components (likely supplied by Lidda) and 480 XP, Mialee succeeds in increasing the +2 enhancement bonus to Dexterity to +4.

Appendix 1: Magic Items by Price

This appendix contains all the magic items from *Magic Item Compendium* and the *Dungeon Master's Guide* arranged by body slot and price.

These tables serve as shopping lists—a way to find magic items that fall within your budget. The tables are in the same general order as the body of this book, but clothing is separated by body slot. Item set pieces are integrated into the tables that correspond to their body slots.

Each entry contains the following information:

Page: The page number where the item can be found is indicated here, along with a letter code associated with the book it is in. Most entries begin either with "M" to indicate *Magic Item Compendium* or "D" for *Dungeon Master's Guide*. Items that use individual spells (such as wands, scrolls, and potions) use "P" to reference spell descriptions in the *Player's Handbook*.

Item Name: Items that have the same price are presented alphabetically within the price range. Items with greater and lesser versions, properties with improved and greater versions, and similar items are listed according to the second word in the name.

Effect: A summary of the item's effect or benefit can be found here; refer to the item's description for specifics.

Market Price: The typical purchase price for this item. Note that it might not always be possible to buy the item at this price—check with your DM.

The prices for armor, shields, and weapons that have only an enhancement bonus are represented by a gp amount followed by a plus sign. In these cases, the plus sign stands for "in addition to the cost of the armor, shield, or weapon itself." The given gp amount includes the cost of the masterwork quality.

Synergy properties, relics, and item set pieces are indicated with superscripts: Synergy with ^{S}, relics with ^{R}, and set pieces with ^{SP}.

ITEM LISTS

ARMOR PROPERTIES

Page	Item Name	Effect	Market Price
M6	Agility	+1 on Reflex saves	+500 gp
M15	Stamina	+1 on Fortitude saves	+500 gp
M9	Blueshine	Immune to acid damage and rust, +2 on Hide, metal armor only	+1,500 gp
M10	Easy travel	Carry medium load as light load, walk 10 hours a day with no Con check	+1,500 gp
M9	Called	Call armor to you on command	+2,000 gp
M9	Commander	+2 on Diplomacy, allies within 30 ft. gain +1 on Will saves and –5 on Hide	+2,000 gp
D219	Glamered	Can change to look like normal clothing, on command	+2,700 gp
M9	Daylight	*Daylight* for 30 minutes/day	+3,000 gp
M13	Mindarmor	3/day gain +5 on Will saves against mind-affecting spells and abilities	+3,000 gp
M6	Acidic	Deals 2d4 points of acid damage/round on contact	+1 bonus
M6	Anchoring	+5 bonus on checks to resist being moved	+1 bonus
M6	Anchoring, greater^{S}	+10 bonus on checks to resist being moved	+1 bonus
M9	Blurring	3/day *blur* for 5 rounds	+1 bonus
M10	Death ward	1/day ignore death effect or negative energy effect	+1 bonus
M10	Displacement	1/day *displacement* for 5 rounds	+1 bonus
M10	Dragondodger	Evasion ability against breath weapons, light armor only	+1 bonus
M10	Ectoplasmic feedback	1d6 damage to incorporeal creatures	+1 bonus
M11	Energy defense^{S}	3/day 1d6+10 energy damage to attacker	+1 bonus
D219	Fortification, light	25% chance to negate criticals, sneak attacks	+1 bonus
M11	Ghost ward	Armor's enhancement bonus applies against touch attacks	+1 bonus
M13	Mobility	Gain benefit of Mobility feat, light armor only	+1 bonus
M13	Nimbleness	Maximum Dex bonus 1 higher, armor check penalty 2 less	+1 bonus
M14	Soulbound	Stores up to 2 points of essentia for enhancement bonuses	+1 bonus
M15	Styptic	Stabilized if dying, resistance to blood-draining attacks	+1 bonus
M15	Twilight	Arcane spell failure chance reduced by 10%	+1 bonus
M7	Balance	+5 competence bonus on Balance	+3,750 gp
D219	Shadow	+5 on Hide	+3,750 gp
D219	Silent moves	+5 on Move Silently	+3,750 gp
D219	Slick	+5 on Escape Artist	+3,750 gp
M6	Agility, improved^{S}	+3 on Reflex saves	+4,000 gp
M9	Buoyant	+2 on Swim, no armor check penalty on Swim checks	+4,000 gp
M12	Landing	Ignore first 60 ft. of fall damage, always land on feet	+4,000 gp
M15	Stamina, improved^{S}	+3 on Fortitude saves	+4,000 gp
M13	Quickness	+5 ft. to land speed	+5,000 gp
M11	Gilled	Water-breathing wearer breathes and speaks freely in air	+6,000 gp
M12	Linked	3/day telepathic bond with other linked item wearers for 1 hour	+6,000 gp
M14	Speed	3/day *haste* for 1 round	+6,000 gp
M6	Agility, greater^{S}	+5 on Reflex saves	+8,000 gp
M12	Healing	1/day healed of 2d8+5 damage	+8,000 gp
M15	Stamina, greater^{S}	+5 on Fortitude saves	+8,000 gp

ARMOR PROPERTIES (cont.)

Page	Item Name	Effect	Market Price
M7	Axeblock	Damage reduction 5/bludgeoning or piercing	+2 bonus
M7	Beastskin	Armor effective in wild shape	+2 bonus
M9	Blurring, greater^{S}	As *blur* spell for 10 minutes, at will	+2 bonus
M11	Energy immunity	1/day gain immunity to energy damage of choice for 1 minute	+2 bonus
M12	Hammerblock	Damage reduction 5/piercing or slashing	+2 bonus
M14	Retaliation	Deals damage when you are attacked	+2 bonus
M14	Soulbound, greater^{S}	Stores up to 4 points of essentia for enhancement bonuses	+2 bonus
M14	Spearblock	Damage reduction 5/bludgeoning or slashing	+2 bonus
D219	Spell resistance (13)	Spell resistance 13	+2 bonus
M15	Woodwalk	3/day *tree stride* for 1 round	+9,000 gp
M12	Magic-eating	Heal 1 point per spell level if you save against a spell	+10,000 gp
M7	Balance, improved^{S}	+10 competence bonus on Balance	+11,250 gp
M10	Deepdweller	Breathe and function in deep water, see twice as far underwater	+12,000 gp
M7	Bane blind	Imperceptible to specified creature type	+15,000 gp
M9	Blinking	1/day *blink*	+15,000 gp
M11	Fearsome	3/day panics creatures within 20 ft. for 1 round	+15,000 gp
D219	Shadow, improved	+10 on Hide	+15,000 gp
D219	Silent moves, improved	+10 on Move Silently	+15,000 gp
D219	Slick, improved	+10 on Escape Artist	+15,000 gp
D219	Fortification, moderate	75% chance to negate critical hits, sneak attacks	+3 bonus
D219	Ghost touch	Effective against, can be used by incorporeal creatures	+3 bonus
D219	Invulnerability	DR 5/magic	+3 bonus
M14	Roaring	Reflects nonmagic projectiles, +4 on initiative	+3 bonus
D219	Spell resistance (15)	Spell resistance 15	+3 bonus
M15	Vanishing	2/day completely undetectable for up to 3 minutes	+3 bonus
D219	Wild	Bonuses apply while in wild shape	+3 bonus
D217	Acid resistance	Absorbs 10 points of acid damage per attack	+18,000 gp
D218	Cold resistance	Absorbs 10 points of cold damage per attack	+18,000 gp
D218	Electricity resistance	Absorbs 10 points of electricity damage per attack	+18,000 gp
D218	Fire resistance	Absorbs 10 points of fire damage per attack	+18,000 gp
D219	Sonic resistance	Absorbs 10 points of sonic damage per attack	+18,000 gp
M7	Balance, greater^{S}	+15 competence bonus on Balance	+18,750 gp
M6	Aporter	Transports you up to 800 ft. as *dimension door*	+20,000 gp
M12	Healing, greater^{S}	2/day healed of 3d8+15 damage	+24,000 gp
M13	Radiant	Resistance 10 against all energy attacks; radiates light	+4 bonus
D219	Spell resistance (17)	Spell resistance 17	+4 bonus
M13	Menacing	3/day panics one creature within 30 ft. for 5 rounds	+30,000 gp
D219	Shadow, greater	+15 on Hide	+33,750 gp
D219	Silent moves, greater	+15 on Move Silently	+33,750 gp
D219	Slick, greater	+15 on Escape Artist	+33,750 gp
D219	Fortification, heavy	Always negates critical hits, sneak attacks	+5 bonus
M11	Freedom	Continual *freedom of movement*	+5 bonus
D219	Spell resistance (19)	Spell resistance 19	+5 bonus
M12	Masking	Continual *nondetection*	+40,000 gp
D217	Acid resistance, improved	Absorbs 20 points of acid damage per attack	+42,000 gp
D218	Cold resistance, improved	Absorbs 20 points of cold damage per attack	+42,000 gp
D218	Electricity resistance, improved	Absorbs 20 points of electricity damage per attack	+42,000 gp
D219	Fire resistance, improved	Absorbs 20 points of fire damage per attack	+42,000 gp
D219	Sonic resistance, improved	Absorbs 20 points of sonic damage per attack	+42,000 gp
D218	Etherealness	1/day can become ethereal	+49,000 gp
D219	Undead controlling	Control up to 26 HD of undead per day	+49,000 gp
D218	Acid resistance, greater	Absorbs 30 points of acid damage per attack	+66,000 gp
D218	Cold resistance, greater	Absorbs 30 points of cold damage per attack	+66,000 gp
D218	Electricity resistance, greater	Absorbs 30 points of electricity damage per attack	+66,000 gp
D219	Fire resistance, greater	Absorbs 30 points of fire damage per attack	+66,000 gp
D219	Sonic resistance, greater	Absorbs 30 points of sonic damage per attack	+66,000 gp

SHIELD PROPERTIES

Page	Item Name	Effect	Market Price
M9	Called	Call shield to you on command	+2,000 gp
M9	Commander	+2 on Diplomacy, allies within 30 ft. gain +1 on Will saves and –5 on Hide	+2,000 gp
M12	Heartening	2/day gain 5 temporary hit points for 5 minutes	+2,000 gp
M9	Daylight	*Daylight* for 30 minutes/day	+3,000 gp
M13	Mindarmor	3/day gain +3 on Will saves against mind-affecting spells and abilities	+3,000 gp
M6	Acidic	Deals 2d4 points of acid damage/round on contact	+1 bonus

Shield Properties (cont).

Page	Item Name	Effect	Market Price
M6	Anchoring	+5 on checks to resist being moved	+1 bonus
M6	Anchoring, greater^{S}	+10 on checks to resist being moved	+1 bonus
D218	Arrow catching	Attracts, gives +1 bonus against projectiles and thrown weapons	+1 bonus
D218	Bashing	Deals bashing damage as a weapon of two size categories larger	+1 bonus
D218	Blinding	2/day blinds all but you	+1 bonus
M10	Death ward	1/day ignore death effect or negative energy effect	+1 bonus
M11	Energy defense^{S}	3/day 1d6+10 energy damage to attacker	+1 bonus
D219	Fortification, light	25% chance to negate critical hits, sneak attacks	+1 bonus
M11	Ghost ward	Shield's enhancement bonus applies against touch attacks	+1 bonus
M13	Ranged	Shield can be thrown as a weapon, returns to you; not tower shield	+1 bonus
M14	Soulbound	Stores up to 2 points of essentia for enhancement bonuses	+1 bonus
M15	Variable	Changes size on command	+1 bonus
M12	Linked	3/day telepathic bond with other linked item wearers for 1 hour	+6,000 gp
M12	Manifester	1/day draw 3 power points from shield	+6,000 gp
M14	Speed	3/day *haste* for 1 round	+6,000 gp
D218	Animated	Floats within 2 ft. of you on command	+2 bonus
D218	Arrow deflection	Protects you as Deflect Arrows feat	+2 bonus
M7	Axeblock	Damage reduction 5/bludgeoning and piercing	+2 bonus
M10	Ectoplasmic wall	1/day *wall of ectoplasm*	+2 bonus
M11	Energy immunity	1/day gain immunity to energy damage of choice for 1 minute	+2 bonus
M12	Hammerblock	Damage reduction 5/piercing and slashing	+2 bonus
M14	Soulbound, greater^{S}	Stores up to 4 points of essentia for enhancement bonuses	+2 bonus
M14	Spearblock	Damage reduction 5/bludgeoning and slashing	+2 bonus
D219	Spell resistance (13)	Spell resistance 13	+2 bonus
M7	Averter	Enemies within 30 ft. can't approach	+13,000 gp
M11	Fearsome	3/day panics creatures within 20 ft.	+15,000 gp
D219	Ghost touch	Effective against, can be used by incorporeal creatures	+3 bonus
D219	Fortification, moderate	75% chance to negate critical hits, sneak attacks	+3 bonus
D219	Spell resistance (15)	Spell resistance 15	+3 bonus
M15	Vanishing	2/day completely undetectable for up to 3 minutes	+3 bonus
D219	Wild	Bonuses apply while in wild shape	+3 bonus
D217	Acid resistance	Absorbs 10 points of acid damage per attack	+18,000 gp
D218	Cold resistance	Absorbs 10 points of cold damage per attack	+18,000 gp
D218	Electricity resistance	Absorbs 10 points of electricity damage per attack	+18,000 gp
D218	Fire resistance	Absorbs 10 points of fire damage per attack	+18,000 gp
D219	Sonic resistance	Absorbs 10 points of sonic damage per attack	+18,000 gp
M6	Aporter	Transports you up to 800 ft. as *dimension door*	+20,000 gp
D219	Spell resistance (17)	Spell resistance 17	+4 bonus
D219	Fortification, heavy	Always negates critical hits, sneak attacks	+5 bonus
D219	Reflecting	1/day reflect a spell as *spell turning*	+5 bonus
D219	Spell resistance (19)	Spell resistance 19	+5 bonus
M15	Time buttress	1/day ignore all attacks, spells, and powers for 1 round	+5 bonus
D217	Acid resistance, improved	Absorbs 20 points of acid damage per attack	+42,000 gp
D218	Cold resistance, improved	Absorbs 20 points of cold damage per attack	+42,000 gp
D218	Electricity resistance, improved	Absorbs 20 points of electricity damage per attack	+42,000 gp
D219	Fire resistance, improved	Absorbs 20 points of fire damage per attack	+42,000 gp
D219	Sonic resistance, improved	Absorbs 20 points of sonic damage per attack	+42,000 gp
D219	Undead controlling	Control up to 26 HD of undead per day	+49,000 gp
D218	Acid resistance, greater	Absorbs 30 points of acid damage per attack	+66,000 gp
D218	Cold resistance, greater	Absorbs 30 points of cold damage per attack	+66,000 gp
D218	Electricity resistance, greater	Absorbs 30 points of electricity damage per attack	+66,000 gp
D219	Fire resistance, greater	Absorbs 30 points of fire damage per attack	+66,000 gp
D219	Sonic resistance, greater	Absorbs 30 points of sonic damage per attack	+66,000 gp

Specific Armor and Shields

Page	Item Name	Effect	Market Price (gp)
P126	Armor/shield, masterwork	–1 to armor check penalty	150+
D221	Darkwood buckler	Light wooden shield has no armor check penalty	215
D221	Darkwood shield	Heavy wooden shield has no armor check penalty	257
D221	Mithral heavy shield	*Mithral heavy shield* has 5% arcane spell failure and no armor check penalty	1,020
D220	Mithral shirt	*Mithral chain shirt* is lightweight	1,100
D216	+1 armor/shield	+1 enhancement bonus to AC, –1 to armor check penalty	1,150+
M21	Shield of mercy	*+1 heavy steel shield,* expend smite attempts to heal damage	2,170
D221	Caster's shield	*+1 light wooden shield,* can have a spell scribed on it (as a scroll)	3,153
D220	Dragonhide plate	Identical to masterwork full plate, but can be worn by druids	3,300

Specific Armor and Shields (cont.)

Page	Item Name	Effect	Market Price (gp)
M20	Mithralmist shirt	*+1 mithral shirt,* 7/day concealment against attack for 1 minute	3,460
D220	Elven chain	*Mithral chainmail* is considered light armor and has lower penalties	4,150
D216	+2 armor/shield	Armor or shield with a bonus equivalent to +2	4,150+
M16	Barricade buckler	*+1 buckler,* 3/day turns into 5 ft. by 5 ft. vertical *wall of force* for 1 minute	4,165
M22	Shield of the severed hand^{R}	Gruumsh: *+2 heavy wooden shield* plus relic powers	4,657
D220	Rhino hide	*+2 hide,* deals extra 2d6 damage on successful charge attacks	5,165
M21	Shield of the resolute^{R}	Moradin: *+1 light fortification heavy mithral shield* plus relic powers	5,520
D221	Spined shield	*+1 heavy steel shield,* 3/day fire a spine	5,580
M196	Shield of vigor^{SP}	*+1 heavy steel shield,* 1/day fast healing 5 for 3 rounds (*five virtues*)	6,170
M24	Wrapped tower	*+1 tower shield,* 1/day paralyze enemy while using shield to gain total cover	6,180
M20	Millennial chainmail^{R}	Corellon Larethian: *+1 mithral chainmail* plus relic powers	8,150
M20	Owlfeather armor	*+1 leather,* various owl-themed bonuses and effects	8,160
D216	+3 armor/shield	Armor or shield with a bonus equivalent to +3	9,150+
M23	Wight hide shield	*+1 light steel shield,* shield bash with negative level effect	9,159
D221	Lion's shield	*+2 heavy steel shield,* 3/day lion's head can attack	9,170
M18	Foxhide armor	*+1 leather,* various fox-themed bonuses and effects	10,160
M18	Ghoul shell armor	*+1 leather,* 3/day *ghoul touch*	10,160
D219	Adamantine breastplate	Gives DR 2/—	10,200
M20	Serpent armor	*+1 leather,* +1 on Reflex saving throws, gain benefit of Combat Reflexes feat	12,160
M19	Hawkfeather armor	*+1 studded leather,* various hawk-themed bonuses and effects	12,175
M19	Kyton armor	*+1 mithral shirt,* chains on armor can be activated as weapons	13,100
M192	Breastplate of terror^{SP}	*+1 adamantine breastplate,* 1/day frighten foe (*armor of the watching master*)	13,200
M17	Electric eel hide	*+1 buoyant slick hide,* 3/day various electricity damage effects for 5 rounds	14,165
M23	Wight armor	*+1 shadow studded leather,* 3/day *hide from undead,* 60 ft. darkvision	14,175
M16	Bearskin armor	*+1 breastplate,* various bear-themed bonuses and effects	14,350
D216	+4 armor/shield	Armor or shield with a bonus equivalent to +4	16,150+
M24	Zombie hide armor	*+1 hide,* damage reduction 5/slashing	16,165
D220	Dwarven plate	Adamantine full plate gives DR 3/—	16,500
M16	Armor of the fallen leaves^{R}	Obad-Hai: *+1 wild breastplate* plus relic powers	17,350
M22	Tigerskin armor	*+1 mithral shirt,* various tiger-themed bonuses and effects	17,100
D221	Winged shield	*+3 heavy wooden shield,* 1/day can *fly* at speed of 60 ft., carrying you	17,257
M17	Dragonrider armor	*+1 dragonhide full plate,* various dragon-themed bonuses and effects	18,300
D220	Banded mail of luck	*+3 banded mail,* 1/week can require that an attack roll against you be rerolled	18,900
M23	Vampire hide armor	*+1 studded leather,* damage reduction 5/silver or magic	36,175
M18	Exoskeleton armor	*+1 breastplate,* DR 5/bludgeoning	21,350
D220	Celestial armor	*+3 chainmail,* lighter than normal, 1/day *fly*	22,400
M20	Overhead shield	*+1 heavy steel shield,* 1/day 20-ft.-radius horizontal *wall of force* for 10 rounds	24,170
D220	Plate armor of the deep	*+1 full plate,* no Swim penalty, breathe underwater, speak with water-breathing creatures	24,650
D220	Breastplate of command	*+2 breastplate,* +2 on Cha checks, +2 bonus to Leadership score	25,400
D220	Mithral full plate of speed	*+1 mithral full plate,* 10 rounds/day *haste* effect	26,500
M17	Earthplate armor	*+1 full plate,* 1/day *stoneskin,* tremorsense 5 ft., both up to 90 minutes	41,650
D221	Absorbing shield	*+1 heavy steel shield,* once per two days can *disintegrate* an object it touches	50,170
D220	Demon armor	*+4 full plate,* claw attacks with *contagion* effect	52,260

Armor and Shield Crystals

Page	Item Name	Effect	Market Price (gp)
M25	Crystal of lifekeeping, least	+1 on saves against energy drain attacks, inflict wounds, and death effects	200
M24	Crystal of adamant armor, least	+2 to hardness of armor or shield	300
M25	Crystal of aquatic action, least	No armor check penalty on Swim	250
M26	Crystal of stamina, least	+1 on saves against disease and poison	300
M26	Crystal of screening, least	–2 on touch attacks made against you by incorporeal creatures	400
M24	Clasp of energy protection, least	Resistance 5 to specific energy type, prevents up to 25 damage per day	500
M24	Crystal of adaptation, least	Protected as *endure elements*	500
M25	Crystal of arrow deflection, least	+2 to AC against ranged attacks	500
M25	Crystal of bent sight	Avert eyes from creature with gaze attack without suffering attack miss chance	500
M25	Crystal of glancing blows, least	+2 on grapple checks to prevent a grapple from being initiated	500
M25	Crystal of mind cloaking, least	+1 on saves against mind-affecting effects	500
M26	Iron ward diamond, least	DR 1/—, prevents up to 10 damage per day	500
M26	Restful crystal	Sleep in armor without becoming fatigued	500
M26	Rubicund frenzy, least	+1 on weapon damage rolls and saves against fear when at half or fewer hp	500
M26	Crystal of stamina, lesser	+3 on saves against disease and poison	900
M25	Crystal of aquatic action, lesser	No armor check penalty on Swim; swim speed equal to half land speed	1,000
M25	Crystal of lifekeeping, lesser	+3 on saves against energy drain attacks, *inflict* spells, and death effects	1,000
M26	Crystal of screening, lesser	–5 on touch attacks made against you by incorporeal creatures	1,000
M24	Crystal of adamant armor, lesser	+5 to hardness of armor or shield	1,400
M24	Clasp of energy protection, lesser	Resistance 10 to specific energy type, prevents up to 50 damage per day	1,500

Armor and Shield Crystals (cont.)

Page	Item Name	Effect	Market Price (gp)
M24	Crystal of adaptation, lesser	Protected as *endure elements*; immune to alignment traits of planes	1,500
M26	Iron ward diamond, lesser	DR 3/—, prevents up to 30 damage per day	2,000
M26	Rubicund frenzy, lesser	+3 on weapon damage rolls and saves against fear when at half or fewer hp	2,000
M25	Crystal of arrow deflection, lesser	+5 to AC against ranged attacks	2,500
M26	Crystal of stamina, greater	+5 on saves against disease and poison; reroll 1 such failed save	2,700
M24	Clasp of energy protection, greater	Resistance 15 to specific energy type, prevents up to 75 damage per day	3,000
M24	Crystal of adaptation, greater	Protected as *endure elements*; immune to alignment and positive/negative traits of planes	3,000
M25	Crystal of aquatic action, greater	No armor check penalty on Swim; swim speed equal to half land speed; breathe and move freely underwater	3,000
M25	Crystal of glancing blows, lesser	+5 on grapple checks to prevent a grapple from being initiated	3,000
M26	Crystal of screening, greater	–10 on touch attacks made against you by incorporeal creatures	3,000
M24	Crystal of adamant armor, greater	+10 to hardness of armor or shield	3,400
M195	Crystal of alacrity^{SP}	+5 ft. morale bonus to speed (*five virtues*)	3,500
M25	Crystal of mind cloaking, lesser	+3 on saves against mind-affecting spells and abilities	4,000
M25	Crystal of arrow deflection, greater	+5 to AC against ranged attacks; deflect 1 ranged attack/round	5,000
M25	Crystal of glancing blows, greater	+10 on grapple checks to prevent a grapple from being initiated	5,000
M25	Crystal of lifekeeping, greater	+5 on saves against energy drain attacks, *inflict* spells, and death effects; reroll 1 such failed save	5,000
M26	Rubicund frenzy, greater	+5 on weapon damage rolls and saves against fear when at half or fewer hp	6,000
M26	Iron ward diamond, greater	DR 5/—, prevents up to 50 damage per day	8,000
M25	Crystal of mind cloaking, greater	+5 on saves against mind-affecting effects; reroll 1 such failed save	10,000

Melee Weapon Properties

Page	Item Name	Effect	Market Price
M36	Illuminating	Bright illumination to 20 ft., shadowy illumination to 40 ft.	+500 gp
M28	Aquatic	*Freedom of movement* underwater	+2,000 gp
M31	Changeling	Change length and appearance of spear at will; spears, shortspears, and longspears only	+2,000 gp
M34	Everbright	2/day blinding effect, weapon is immune to acid damage and rusting	+2,000 gp
M36	Hideaway	Collapses to two size categories smaller, easy to conceal	+2,000 gp
M43	Shadowstrike	1/day add 5 ft. to reach and deny target Dex bonus to AC	+5,000 gp
M43	Sizing	Changes size category on command	+5,000 gp
M43	Slow burst	On critical hit, target *slowed* for 3 rounds	+5,000 gp
M28	Acidic burst^{S}	As corrosive, extra acid damage on critical hit	+1 bonus
D224	Bane	+2 bonus, +2d6 damage against one type of creature	+1 bonus
M29	Berserker	+1d8 damage while raging; two-handed weapons only	+1 bonus
M29	Binding	2/day *dimensional anchor* on target for 10 minutes	+1 bonus
M29	Blessed	Gains some *bless weapon* traits	+1 bonus
M29	Bloodfeeding	Stores blood points that can be released for extra damage	+1 bonus
M29	Bloodstone	Stores and empowers one *vampiric touch* spell	+1 bonus
M30	Brash	Rage lasts for 3 additional rounds, immune to fear effects	+1 bonus
M30	Brutal surge	1 + Con bonus times per day, make powerful bull rush attack	+1 bonus
M31	Chargebreaker	Charging targets knocked prone	+1 bonus
M31	Charging	+2d6 damage on charge attacks while mounted	+1 bonus
M31	Corrosive	+1d6 acid damage	+1 bonus
M32	Deadly precision	+1d6 damage on sneak attack or sudden strike	+1 bonus
D224	Defending	Add enhancement bonus to AC	+1 bonus
M32	Defensive surge	1 + Int bonus times per day, +2 to AC for one turn if using Combat Expertise or fighting defensively	+1 bonus
M32	Dessicating	+1d4 damage, +1d8 damage to plants and water elementals	+1 bonus
M32	Dessicating burst^{S}	As desiccating, extra desiccating damage on critical hit	+1 bonus
M32	Dislocator	3/day struck target *teleported* up to 10 ft.	+1 bonus
M33	Dislocator, great^{S}	3/day struck target *teleported* up to 30 ft.	+1 bonus
M33	Dispelling	3/day struck target subject to *dispel magic*	+1 bonus
M33	Dispelling, greater^{S}	3/day struck target subject to *greater dispel magic*	+1 bonus
M33	Divine wrath	Expend turn undead use to imbue weapon with divine power	+1 bonus
M33	Dragondoom	3/day deliver smite attack against creature of dragon type	+1 bonus
M34	Eager	Various speed-themed bonuses	+1 bonus
M34	Energy surge^{S}	As prerequisite property, 1 + Con bonus times/day, +3d6 energy damage	+1 bonus
M35	Fiercebane^{S}	As bane, extra benefits against bane type or subtype	+1 bonus
D224	Flaming	+1d6 fire damage	+1 bonus
D224	Frost	+1d6 cold damage	+1 bonus
M35	Ghost strike^{S}	As ghost touch, can deal sneak attacks and critical hits to undead	+1 bonus
D224	Ghost touch	Deals damage normally to/can be used by incorporeal creatures	+1 bonus
M35	Harmonizing	Various bonuses to bardic music	+1 bonus

Melee Weapon Properties (cont.)

Page	Item Name	Effect	Market Price
M36	Heavenly burst	On critical hit, +3d6 damage and blinding effect to evil creatures	+1 bonus
M36	Holy surge^{S}	As holy, 1 + Cha bonus times per day, +3d6 damage to evil target	+1 bonus
M36	Hunting	+4 on weapon damage rolls against favored enemies	+1 bonus
M36	Illusion bane	1/day destroy illusions, ignore miss chance from illusion effects	+1 bonus
M37	Impact	Double threat range, bludgeoning weapons only	+1 bonus
M37	Impaling	3/day treat next attack before end of turn as touch attack, piercing weapons only	+1 bonus
M38	Incorporeal binding^{S}	As ghost touch, incorporeal target loses some incorporeal traits for 1 round	+1 bonus
D225	Keen	Double threat range, piercing or slashing weapons only	+1 bonus
D225	*Ki* focus	Use *ki* attacks as if unarmed	+1 bonus
M38	Knockback	3/day pushes back target 5 ft.	+1 bonus
M38	Lucky	1/day reroll one failed attack roll	+1 bonus
M38	Magebane	Extra benefits against arcane spellcasters, invokers	+1 bonus
M38	Maiming	On critical hit, deal extra damage based on critical multiplier	+1 bonus
D225	Merciful	+1d6 damage, all damage is nonlethal on command	+1 bonus
D225	Mighty cleaving	One additional cleave attempt per round if you have Cleave feat	+1 bonus
M39	Mighty smiting	+2 on smite's attack roll and damage roll, one extra smite per day	+1 bonus
M39	Mindfeeder	Gain 1 temporary power point per 5 points of critical hit damage dealt	+1 bonus
M39	Morphing	Can become any melee or thrown weapon of same size and type	+1 bonus
M39	Paralyzing	1/day target paralyzed for up to 10 rounds	+1 bonus
M40	Power storing	Stores single targeted power of up to 5 power points	+1 bonus
M40	Profane	+1d6 damage to living creatures, various evil-themed abilities	+1 bonus
M40	Profane burst^{S}	As profane, on critical hit, extra negative energy and Con damage	+1 bonus
M41	Psychokinetic	+1d4 force damage	+1 bonus
M41	Psychokinetic burst^{S}	As psychokinetic, extra force damage on critical hit	+1 bonus
M42	Resounding	On successful attack, allies gain +1 morale bonus on attacks and against fear for 1 round	+1 bonus
M42	Revealing	Struck target subject to *faerie fire*	+1 bonus
M42	Sacred	+1d6 damage to undead or +2d6 to evil outsider, good-aligned for overcoming DR	+1 bonus
M42	Sacred burst^{S}	As sacred, extra positive energy and Cha damage on critical hit	+1 bonus
M42	Screaming	+1d4 sonic damage	+1 bonus
M42	Screaming burst^{S}	As screaming, extra sonic damage on critical hit	+1 bonus
M43	Shattermantle	Struck target's spell resistance reduced by 2 for 1 round	+1 bonus
M43	Shielding	Transforms into heavy steel shield on command, light weapons only	+1 bonus
D225	Shock	+1d6 electricity damage	+1 bonus
M43	Soulbound	Stores up to 2 points of essentia for enhancement bonuses	+1 bonus
M44	Soulbreaker^{S}	As enervating, negative levels from enervating property might be permanent	+1 bonus
M44	Souldrinking^{S}	As enervating, on critical hit gain 5 temporary hp, +2 on melee damage rolls	+1 bonus
D225	Spell storing	Store single targeted spell of up to 3rd level	+1 bonus
M44	Spellstrike	Transfer enhancement bonus to saves against spells or spell-like abilities	+1 bonus
M44	Stunning^{S}	As screaming, struck target stunned for 1 round on critical hit	+1 bonus
M44	Stunning surge	+1 Cha bonus times per day, target stunned for 1 round	+1 bonus
M44	Stygian	3/day next attack bestows negative level on target for 10 minutes	+1 bonus
M44	Sundering	Attack as Improved Sunder, +1d6 damage on sunder attacks	+1 bonus
M44	Sweeping	+2 on Strength checks to trip an opponent with the weapon	+1 bonus
D226	Throwing	Range increment of 10 ft., can be thrown	+1 bonus
D225	Thundering	Deals sonic damage, deafens on critical hit	+1 bonus
M45	Unholy surge^{S}	As unholy, 1 + Cha bonus times per day, +3d6 damage to good target	+1 bonus
M45	Venomous	3/day coat weapon in poison dealing 1d4 initial and secondary Str damage	+1 bonus
D225	Vicious	+2d6 damage, 1d6 damage to you on every attack	+1 bonus
M46	Warning	+5 on initiative	+1 bonus
M46	Weakening	On critical hit, target takes –4 to its Strength	+1 bonus
M46	Whirling	3/day strike all adjacent opponents as Whirlwind Attack	+1 bonus
M45	Vanishing	1/day after attack, transport self and gear up to 60 ft. as *dimension door*	+8,000 gp
M38	Manifester	1/day draw 5 power points from weapon when manifesting power	+12,000 gp
D223	Anarchic	+2d6 damage against lawful creatures	+2 bonus
M28	Aquan	Extra benefits against creatures with fire subtype	+2 bonus
M28	Auran	Extra benefits against creatures with earth subtype	+2 bonus
D223	Axiomatic	+2d6 damage against chaotic creatures	+2 bonus
M28	Banishing	3/day banish a struck creature back to its home plane	+2 bonus
M29	Blindsighted	3/day gain blindsight out to 30 ft. for 1 minute	+2 bonus
M29	Blurstrike	10/day first attack made in round treats target as flat-footed	+2 bonus
M31	Collision	+5 damage on each successful attack	+2 bonus
M31	Consumptive	+1d8 damage against living creatures	+2 bonus
M32	Disarming	+2 on disarm attempts, you cannot be disarmed	+2 bonus
D224	Disruption	Destroy undead (bludgeoning weapons only)	+2 bonus
M33	Domineering	Struck target shaken for 1 minute	+2 bonus

Melee Weapon Properties (cont.)

Page	Item Name	Effect	Market Price
M33	Doom burst	On critical hit, target shaken for 5 rounds	+2 bonus
M34	Energy aura	+1d6 damage of energy type of choice	+2 bonus
M34	Enervating	On critical hit, bestow one negative level on living target for 1 hour	+2 bonus
D224	Flaming burst	+1d6 fire damage, extra fire damage on critical hit	+2 bonus
M35	Fleshgrinding	Lodges in creature and deals normal damage for 5 rounds; piercing or slashing weapons only	+2 bonus
D225	Holy	+2d6 damage against evil creatures	+2 bonus
D225	Icy burst	+1d6 cold damage, extra cold damage on critical hit	+2 bonus
M36	Ignan	Extra benefits against creatures with water subtype	+2 bonus
M37	Illusion theft^{S}	As illusion bane, 1/day steal illusions	+2 bonus
M37	Impedance	Impedes struck target's ability to create spell effects	+2 bonus
M38	Metalline	Change composition to adamantine, silver, cold iron, or steel	+2 bonus
M39	Mindcrusher	Struck psionic target loses power points, nonpsionic target takes Wis damage	+2 bonus
M39	Paralytic burst	On critical hit, target paralyzed for 1 round	+2 bonus
M40	Parrying	+1 to AC, +1 on saves	+2 bonus
M41	Psibane	Extra benefits against psionic creatures	+2 bonus
M41	Psychic	Gains enhancement bonus based on power point reserve	+2 bonus
D225	Shocking burst	+1d6 electricity damage, extra electricity damage on critical hit	+2 bonus
M43	Soulbound, greater^{S}	Stores up to 4 points of essentia for enhancement bonuses	+2 bonus
M45	Terran	Extra benefits against creatures with air subtype	+2 bonus
M45	Transmuting	Transforms to overcome target's damage reduction	+2 bonus
D225	Unholy	+2d6 damage against good creatures	+2 bonus
M45	Vampiric	+1d6 damage to living creatures, healed of amount equal to extra damage	+2 bonus
D225	Wounding	+1 point Con damage	+2 bonus
M40	Prismatic burst	On critical hit, target subject to *prismatic spray*	+30,000 gp
M30	Bodyfeeder	Gain temporary hp equal to half damage dealt by critical hits	+3 bonus
M31	Cursespewing	On critical hit, bestows curse for 1 minute	+3 bonus
M34	Ethereal reaver	As the ghost touch property, and continuous *see invisibility*	+3 bonus
M37	Implacable	Target loses 2 hp/round for 5 rounds	+3 bonus
M39	Necrotic focus	Deal ability drain and bestow negative levels as with natural weapons	+3 bonus
D225	Speed	Extra attack with full attack	+3 bonus
D224	Brilliant energy	Sheds light, ignores armor bonuses to AC and nonliving matter	+4 bonus
D224	Dancing	Fights on its own for 4 rounds, on command	+4 bonus
D225	Vorpal	Sever foe's head on critical hit; slashing weapons only	+5 bonus

Ranged Weapon Properties

Page	Item Name	Effect	Market Price
M36	Illuminating	Bright illumination to 20 ft., shadowy illumination to 40 ft.	+500 gp
M28	Aquatic	*Freedom of movement* underwater	+2,000 gp
M34	Everbright	2/day blinding effect, weapon is immune to acid damage and rusting	+2,000 gp
M36	Hideaway	Collapses to two size categories smaller, easy to conceal	+2,000 gp
M43	Shadowstrike	1/day add 5 ft. to reach and deny target Dex bonus to AC	+5,000 gp
M43	Sizing	Changes size category on command	+5,000 gp
M43	Slow burst	On critical hit, target *slowed* for 3 rounds	+5,000 gp
M28	Acidic burst^{S}	As corrosive, extra acid damage on critical hit	+1 bonus
M28	Arcane might	Sacrifice spell use for extra damage on next bow attack; bows only	+1 bonus
D224	Bane	+2 bonus, +2d6 damage against one type of creature	+1 bonus
M29	Binding	2/day *dimensional anchor* on target for 10 minutes	+1 bonus
M29	Blessed	Gains some *bless weapon* traits	+1 bonus
M31	Corrosive	+1d6 acid damage	+1 bonus
M32	Deadly precision	+1d6 damage on sneak attack or sudden strike	+1 bonus
M32	Dessicating	+1d4 damage, +1d8 damage to plants and water elementals	+1 bonus
M32	Dessicating burst^{S}	As desiccating, extra desiccating damage on critical hit	+1 bonus
M32	Dislocator	3/day struck target *teleported* up to 10 ft.	+1 bonus
M33	Dislocator, great^{S}	3/day struck target *teleported* up to 30 ft.	+1 bonus
M33	Dispelling	3/day struck target subject to *dispel magic*	+1 bonus
M33	Dispelling, greater^{S}	3/day struck target subject to *greater dispel magic*	+1 bonus
D224	Distance	Double range increment	+1 bonus
M33	Divine wrath	Expend turn undead use to imbue weapon with divine power	+1 bonus
M33	Dragonhunter	Dragon target takes 1 Str damage, critical hit multiplier increases against dragons; projectile weapons only	+1 bonus
M35	Fiercebane^{S}	As bane, extra benefits against bane type or subtype	+1 bonus
D224	Flaming	+1d6 fire damage	+1 bonus
D224	Frost	+1d6 cold damage	+1 bonus
M36	Heavenly burst	On critical hit, +3d6 damage and blinding effect to evil creatures	+1 bonus
M36	Hunting	+4 on weapon damage rolls against favored enemies	+1 bonus
M36	Illusion bane	1/day destroy illusions, ignore miss chance from illusion effects	+1 bonus

Ranged Weapon Properties (cont.)

Page	Item Name	Effect	Market Price
M37	Impact	Double threat range; bludgeoning weapons only	+1 bonus
M38	Knockback	3/day pushes back target 5 ft.	+1 bonus
M38	Lucky	1/day reroll one failed attack roll	+1 bonus
M38	Magebane	Extra benefits against arcane spellcasters, invokers	+1 bonus
M38	Maiming	On critical hit, deal extra damage based on critical multiplier	+1 bonus
D225	Merciful	+1d6 damage, all damage is nonlethal on command	+1 bonus
M39	Mindfeeder	Gain 1 temporary power point per 5 points of critical hit damage dealt	+1 bonus
M39	Morphing	Can become any melee or thrown weapon of same size and type; thrown weapons only	+1 bonus
M40	Power storing	Stores single targeted power of up to 5 power points	+1 bonus
M40	Precise	Shoot or throw into melee without –4 penalty	+1 bonus
M40	Profane	+1d6 damage to living creatures, various evil-themed abilities	+1 bonus
M40	Profane burst^{S}	As profane, on critical hit, extra negative energy and Con damage	+1 bonus
M41	Psychokinetic	+1d4 force damage	+1 bonus
M41	Psychokinetic burst^{S}	As psychokinetic, extra force damage on critical hit	+1 bonus
M41	Quick loading	Reload quickly, store 100 bolts in extradimensional space; crossbows only	+1 bonus
D225	Returning	Returns to thrower	+1 bonus
M42	Revealing	Struck target subject to *faerie fire*	+1 bonus
M42	Sacred	+1d6 damage to undead or +2d6 to evil outsider, good-aligned for overcoming DR	+1 bonus
M42	Sacred burst^{S}	As sacred, extra positive energy and Cha damage on critical hit	+1 bonus
M42	Screaming	+1d4 sonic damage	+1 bonus
M42	Screaming burst^{S}	As screaming, extra sonic damage on critical hit	+1 bonus
D225	Seeking	Negate any miss chances	+1 bonus
M43	Shattermantle	Struck target's spell resistance reduced by 2 for 1 round	+1 bonus
D225	Shock	+1d6 electricity damage	+1 bonus
M43	Soulbound	Stores up to 2 points of essentia for enhancement bonuses	+1 bonus
M44	Soulbreaker^{S}	As enervating, negative levels from enervating property might be permanent	+1 bonus
M44	Spellstrike	Transfer enhancement bonus to saves against spells or spell-like abilities	+1 bonus
M44	Stunning^{S}	As screaming, struck target stunned for 1 round on critical hit	+1 bonus
M44	Stunning surge	+1 Cha bonus times per day, target stunned for 1 round	+1 bonus
M44	Stygian	3/day next attack bestows negative level on target for 10 minutes	+1 bonus
D225	Thundering	Deals sonic damage, deafens on critical hit	+1 bonus
M45	Venomous	3/day coat weapon in poison dealing 1d4 initial and secondary Str damage	+1 bonus
M46	Warning	+5 on initiative	+1 bonus
M46	Weakening	On critical hit, target takes –4 to its Strength	+1 bonus
M38	Manifester	1/day draw 5 power points from weapon when manifesting power	+12,000 gp
D223	Anarchic	+2d6 damage against lawful creatures	+2 bonus
M28	Aquan	Extra benefits against creatures with fire subtype	+2 bonus
M28	Auran	Extra benefits against creatures with earth subtype	+2 bonus
D223	Axiomatic	+2d6 damage against chaotic creatures	+2 bonus
M28	Banishing	3/day banish struck creature back to its home plane	+2 bonus
M29	Blindsighted	3/day gain blindsight out to 30 ft. for 1 minute	+2 bonus
M31	Collision	+5 damage on each successful attack	+2 bonus
M31	Consumptive	+1d8 damage against living creatures	+2 bonus
M32	Disarming	+2 on disarm attempts, you cannot be disarmed	+2 bonus
M33	Domineering	Struck target shaken for 1 minute	+2 bonus
M33	Doom burst	On critical hit, target shaken for 5 rounds	+2 bonus
M34	Energy aura	+1d6 damage of energy type of choice	+2 bonus
M34	Enervating	On critical hit, bestow one negative level on living target for 1 hour	+2 bonus
D224	Flaming burst	+1d6 fire damage, extra fire damage on critical hit	+2 bonus
M35	Force	Turns projectiles into force attacks; projectile weapons only	+2 bonus
D225	Holy	+2d6 damage against evil creatures	+2 bonus
D225	Icy burst	+1d6 frost damage, extra cold damage on critical hit	+2 bonus
M36	Ignan	Extra benefits against creatures with water subtype	+2 bonus
M37	Illusion theft^{S}	As illusion bane, 1/day steal illusions	+2 bonus
M37	Impedance	Impedes struck target's ability to create spell effects	+2 bonus
M38	Metalline	Change composition to adamantine, silver, cold iron, or steel	+2 bonus
M39	Mindcrusher	Struck psionic target loses power points, nonpsionic target takes Wis damage	+2 bonus
M39	Paralytic burst	On critical hit, target paralyzed for 1 round	+2 bonus
M40	Parrying	+1 to AC, +1 on saves	+2 bonus
M41	Psibane	Extra benefits against psionic creatures	+2 bonus
M41	Psychic	Gains enhancement bonus based on power point reserve	+2 bonus
D225	Shocking burst	+1d6 electricity, extra electricity damage on critical hit	+2 bonus
M43	Soulbound, greater^{S}	Stores up to 4 points of essentia for enhancement bonuses	+2 bonus
M45	Terran	Extra benefits against creatures of air subtype	+2 bonus
M45	Transmuting	Transforms to overcome target's damage reduction	+2 bonus

RANGED WEAPON PROPERTIES (cont.)

Page	Item Name	Effect	Market Price
D225	Unholy	+2d6 damage against good creatures	+2 bonus
M40	Prismatic burst	On critical hit, target subject to *prismatic spray*	+30,000 gp
M30	Bodyfeeder	Gain temporary hp equal to half damage dealt by critical hits	+3 bonus
M31	Cursespewing	On critical hit, bestows *curse* for 1 minute	+3 bonus
M37	Implacable	Target loses 2 hp/round for 5 rounds	+3 bonus
D225	Speed	Extra attack with full attack	+3 bonus
D224	Brilliant energy	Sheds light, ignores armor bonuses to AC and nonliving matter	+4 bonus

SPECIFIC WEAPONS

Page	Item Name	Effect	Market Price (gp)
D228	Sleep arrow	*+1 arrow,* deals nonlethal damage and might put target to sleep	132
D227	Screaming bolt	*+2 bolt,* enemies in path must make Will save or become shaken	267
M52	Fountainhead arrow (or bolt)	Creates acid burst (2d8 damage) for 3 rounds when fired at a flat surface	306
M46	Arrow (or bolt) of biting	*+1 arrow,* poisons target, dealing initial and secondary 1d6 Con damage	506
D226	Javelin of lightning	Becomes 5d6 *lightning bolt* when thrown	1,500
D228	Slaying arrow	*+1 arrow,* kill one type or subtype of creature (Fort DC 20 negates)	2,282
D222	+1 weapon	Weapon has +1 on attack rolls and damage rolls	2,300+
M53	Meteoric knife	*+1 dagger,* 3 charges, gains flaming and returning properties and other effects	2,802
M48	Bow of the wintermoon^{R}	Corellon Larethian: *+1 composite longbow* plus relic powers	3,400
D228	Slaying arrow, greater	*+1 arrow,* kill one type or subtype of creature (Fort DC 23 negates)	4,057
M49	Crystal echoblade	*+1 longsword,* deals extra sonic damage while using bardic music	4,310
D228	Shatterspike	*+1 longsword,* more damage when sundering if you have Improved Sunder feat	4,315
M53	Living chain	*+1 spiked chain,* +2 on Strength check to trip a target	4,325
M48	Bowstaff	*+1/masterwork quarterstaff,* becomes *+1 longbow* on command	4,600
M47	Bladed crossbow	*+1 heavy crossbow,* also functions as *+1 battleaxe*	4,660
M52	Hooked hammer of the hearthfire^{R}	Garl Glittergold: *+1/+1 gnome hooked hammer* plus relic powers	5,120
M46	Assassin whip	*+1 whip,* 2/day target subject to entangling plant attack for 3 rounds	5,301
M60	Spider fang	*+1 dagger,* cut through webs, create free-standing curtain of cobwebs 1/day	5,302
M52	Galeb duhr hammer	*+1 warhammer,* on a critical hit, floor holds target in place if you have stonecunning	5,312
M62	Trident of serenity	*+1 trident,* 3/day *calm emotions* for 5 rounds	5,315
M53	Manticore greatsword	*+1 greatsword,* 6/day launch spikes as thrown weapon	5,350
M60	Staff of the unyielding oak^{R}	Obad-Hai: *+1/+1 quarterstaff* plus relic powers	5,600
M58	Rod of surprises	Becomes various magic weapons, can store a message as *magic mouth* spell	6,000
M59	Spectral dagger	*Chill touch* on touch attack	6,000
M56	Raptor arrow^{R}	Ehlonna: *+1 arrow* plus relic powers	6,006
M63	Whip of webs	*+1 whip,* 3/day target entangled as if by a net for up to 3 rounds	6,301
M50	Dagger of defiance	*+1 dagger,* +3 on saves against enchantment and fear effects	6,302
M201	Scorpion kama^{SP}	*+1 kama,* deals unarmed strike damage (*Gharyn's monastic array*)	6,302
M63	Viperblade	*+1 dagger,* 5 charges/day, secretes poison of various strengths	6,302
M50	Death spike	*+1 cold iron spear,* reduce target to fewer than 0 hp to gain several bonuses	6,304
M60	Stonereaver	*+1 greataxe,* bane property against earth-based creatures if you are a dwarf	6,320
M31	Swordbow, light	Becomes *+1 shortbow* or *+1 rapier*	6,330
M31	Swordbow	Becomes *+1 longbow* or *+1 longsword*	6,375
M31	Swordbow, great	Becomes *+1 composite longbow (+4 Str bonus)* or *+1 greatsword*	6,775
M51	The fist	*+1 adamantine spiked gauntlet,* immune to *chill metal/heat metal,* 1/day stunning attack	7,005
M54	Morningstar of the many^{R}	Erythnul: *+1 morningstar* plus relic powers	7,308
M56	Rod of defiance	*+1 heavy mace,* undead treated as having 4 fewer HD for turn/rebuke checks	7,312
M60	Stunshot sling	*+1 sling,* 3/day target stunned for 1 round	7,800
M53	Mace of the dark children	*+1 adamantine heavy mace,* +3 on rebuke undead checks, improved rebuking ability	8,012
D222	+2 weapon	Weapon has +2 on attack rolls and damage rolls	8,300+
D226	Dagger of venom	*+1 dagger,* 1/day *poison*	8,302
M63	Warlock's scepter	*+1 light mace,* 5 charges/day, +1 on ranged touch attack rolls, *eldritch blast* bonuses	8,305
M48	Blazing skylance	*+1 lance,* 3/day 15-ft. cone of 5d4 fire damage	8,310
M52	Forceful skylance	*+1 lance,* 3/day *magic missile* (three missiles)	8,310
M52	Ghost net	Incorporeal target treated as corporeal	8,320
M46	Axe of ancestral virtue^{R}	Moradin: *+1 keen adamantine dwarven waraxe* plus relic powers	8,530
M51	Dwarf crusher	*Large +1 adamantine greatclub,* benefits against dwarves, constructs, earth creatures	9,010
M59	Skewer-of-gnomes^{R}	Kurtulmak: *Small +1 gnome bane spear* plus relic powers	9,302
M59	Spear of retribution^{R}	Gruumsh: *+1 returning spear* plus relic powers	9,302
M57	Rod of the recluse^{R}	Lolth: *+2 light mace* plus relic powers	9,305
M50	Dawnstar^{R}	Pelor: *+2 morningstar* plus relic powers	9,308
M54	Pick of piercing	*+1 heavy pick,* 3/day destroys object created of force (as *disintegrate*)	9,308
M61	Sword of virtue beyond reproach^{R}	Heironeous: *+1 holy longsword* plus relic powers	9,315
M55	Rapier of desperate measures^{R}	Olidammara: *+2 rapier* plus relic powers	9,320

Specific Weapons (cont.)

Page	Item Name	Effect	Market Price (gp)
M55	Rapier of unerring direction^{R}	Fharlanghn: *+1 ghost touch rapier* plus relic powers	9,320
M60	Sword of mighty thews^{R}	Kord: *+1 dragonbane greatsword* plus relic powers	9,350
D229	Trident of warning	*+2 trident,* locate aquatic predators	10,115
M210	Talon scepter^{SP}	*+1 flaming light mace,* ray of fire deals 1d6 damage (*regalia of the phoenix*)	10,305
M47	Axe of the sea reavers	*+1 greataxe,* float on water, 1/day each, various morale bonuses and panic effects	10,320
M56	Rod of cats	*+1/masterwork quarterstaff,* various stealth-themed effects	10,600
M49	Chromatic rod^{R}	Tiamat: *+1 corrosive, frost, flaming,* or *shock morningstar* plus relic powers	12,308
M58	Rogue blade	*+1 rapier,* 2/day *blink* for 6 rounds	12,320
M48	Bow of songs	*+1 shortbow,* expend bardic music for Cha bonus on attack rolls and damage rolls	12,330
D228	Shifter's sorrow	*+1/+1 two-bladed sword,* +2d6 damage to shapechangers, force return to natural form	12,780
D236	Python rod	*+1/+1 quarterstaff,* transforms into python and back on command	13,000
M61	Tentacle rod	Makes three tentacle attacks with *slow* effect	14,000
M58	Rod of whips	3/day becomes *+1 dancing whip* that can strike incorporeal creatures	15,000
D222	+3 weapon	Weapon has +3 on attack rolls and damage rolls	18,300+
D226	Assassin's dagger	*+2 dagger,* +1 to Fort save DC for assassin's death attack	18,302
M57	Rod of enervating strike	*+1 heavy mace,* various *inflict wounds* effects	18,312
M57	Rod of freedom	*+1 silver heavy mace,* various freedom-themed effects and bonuses	18,402
D229	Trident of fish command	+1 trident, *charm, speak with animals* on aquatic animals	18,650
D237	Viper rod	*+2 heavy mace,* 1/day produces poisonous viper head on command	19,000
M63	Water whip	*+1 whip,* lethal damage, +1d6 fire or cold damage and difficult to disarm	20,301
M50	Dagger of denial^{R}	Vecna: *+1 unholy dagger* plus relic powers	20,302
M58	Ruby blade^{R}	Wee Jas: *+1 axiomatic dagger* plus relic powers	20,302
M49	Cudgel that never forgets^{R}	St. Cuthbert: *+1 axiomatic heavy mace* plus relic powers	20,312
M48	Chain of obeisance^{R}	Hextor: *+1 unholy spiked chain* plus relic powers	20,400
D226	Flame tongue	*+1 flaming burst longsword,* 1/day 4d6 fire damage on ranged touch attack	20,715
D227	Luck blade (0 wishes)	*+2 short sword,* +1 on saving throws, power of good fortune	22,060
M53	Lash of sands	*+1 desiccating burst whip,* lethal damage, 1/day entangling attack	22,301
D228	Sword of subtlety	*+1 short sword,* +4 on attack rolls and damage rolls when making sneak attack	22,310
D228	Sword of the planes	*+1 longsword,* enhancement bonus improves depending on plane/opponents	22,315
D227	Nine lives stealer	*+2 longsword,* draw life force from an opponent nine times	23,057
D262	Mattock of the titans	*Gargantuan +3 adamantine warhammer,* loosens earth, smashes rock	23,348
M54	Quarterstaff of battle	*+1/+1 quarterstaff,* various combat-based effects	24,600
D237	Rod of withering	*+1 light mace,* deals Str and Con damage instead of hit point damage	25,000
D262	Maul of the titans	*+3 greatclub,* triple damage against inanimate objects	25,305
D227	Oathbow	*+2 composite longbow (+2 Str bonus),* more effective against sworn enemy	25,600
D228	Sword of life stealing	*+2 longsword,* bestow negative level, gain 1d6 temporary hp on critical hit	25,715
M59	Scourge of pain	*+1 scourge,* +1d8 nonlethal damage, pain effect for 1d4 rounds	26,320
D222	+4 weapon	Weapon has +4 on attack rolls and damage rolls	32,300+
D237	Rod of thunder and lightning	*+2 light mace,* various thunder and lightning effects	33,000
M62	Tentacle rod, greater	Makes six tentacle attacks with fatigued/exhausted effect	36,000
M51	Explosive sling	*+1 sling,* +2d6 fire damage to target and creatures within 10 ft.	36,300
D227	Mace of terror	*+2 heavy mace,* 3/day affect creatures as *fear* spell	38,552
M56	Rod of celestial might	*+1/+1 quarterstaff,* 3/day holy smite attack, 1/day *summon avoral guardinal*	38,600
D227	Life-drinker	*+1 greataxe,* bestows 2 negative levels on target and one on you	40,320
D229	Sylvan scimitar	*+3 scimitar,* gain Cleave, +1d6 points of damage when outdoors	47,315
D235	Rod of flailing	Becomes *+3 dire flail* on command, 1/day +4 to AC and on saving throws	50,000
D222	+5 weapon	Weapon has +5 on attack rolls and damage rolls	50,300+
D227	Rapier of puncturing	*+2 wounding rapier,* 3/day +1d6 Con damage on touch attack	50,320
D228	Sun blade	*+2 bastard sword,* wielded as short sword, +4 against evil creatures, 1/day *sunlight*	50,335
D226	Frost brand	*+3 frost greatsword,* shines light when under 0°F, grants protection from fire	54,475
D226	Dwarven thrower	*+2 warhammer,* additional benefits if you are a dwarf	60,312
D227	Luck blade (1 wish)	*+2 short sword,* +1 on saving throws, power of good fortune, one *wish*	62,360
D235	Rod of lordly might	Transforms into various magic weapons, several other effects	70,000
D227	Mace of smiting	*+3 adamantine heavy mace,* more effective against constructs and outsiders	75,312
D234	Rod of alertness	*+1 light mace,* +1 on initiative, various detection and other effects	85,000
D227	Luck blade (2 wishes)	*+2 short sword,* +1 on saving throws, power of good fortune, two *wishes*	102,660
D226	Holy avenger	*+2 cold iron longsword, +5 holy cold iron longsword* for paladin, other benefits	120,630
D227	Luck blade (3 wishes)	*+2 short sword,* +1 on saving throws, power of good fortune, three *wishes*	142,960
D245	Staff of power	*+2/masterwork quarterstaff,* create various powerful effects	211,000

WEAPON CRYSTALS

Page	Item Name	Effect	Market Price (gp)
M34	Crystal of illumination, least	Weapon sheds bright light to 5 ft., shadowy illumination to 10 ft.	100
M34	Crystal of adamant weaponry, least	+2 to hardness of weapon	300
M65	Crystal of return, least	Draw weapon as free action	300
M65	Crystal of security, least	+2 on checks made to draw a weapon or keep it in your hand	300
M64	Crystal of illumination, lesser	Weapon sheds bright light to 20 ft., shadowy illumination to 40 ft.	400
M64	Crystal of life drinking, least	Heal 1 damage every time you damage a living creature, up to 10 damage per day	400
M66	Revelation crystal, least	Invisible struck target surrounded by glowing aura for 1 round	400
M64	Crystal of arcane steel, least	+1 on weapon damage roll when delivering spell via melee attack	500
M65	Phoenix ash threat, least	Target takes 1 point of fire damage next round	500
M64	Crystal of energy assault, least	+1 point of specific energy damage to attack	600
M64	Crystal of illumination, greater	Weapon sheds bright light to 60 ft., shadowy illumination to 120 ft.	1,000
M65	Crystal of return, lesser	Draw weapon as free action, call weapon from up to 30 ft. away	1,000
M65	Crystal of security, lesser	+5 on checks made to draw a weapon or keep it in your hand	1,000
M65	Demolition crystal, least	+1d6 to weapon damage against constructs	1,000
M65	Fiendslayer crystal, least	+1d6 to weapon damage against evil outsiders	1,000
M66	Revelation crystal, lesser	As *least revelation crystal* and invisibility suppressed for 1 round	1,000
M66	Truedeath crystal, least	Weapon deals +1d6 damage to undead	1,000
M64	Crystal of adamant weaponry, lesser	+5 to hardness of weapon	1,400
M64	Crystal of life drinking, lesser	Heal 3 damage every time you damage a living creature, up to 30 damage per day	1,500
M64	Crystal of arcane steel, lesser	+1 on attack roll and weapon damage roll when delivering spell via melee attack	2,000
M65	Phoenix ash threat, lesser	Target takes 3 points of fire damage next round	2,000
M64	Crystal of energy assault, lesser	+1d6 points of specific energy damage to attack	3,000
M65	Crystal of security, greater	+10 on checks made to draw a weapon or keep it in your hand	3,000
M65	Demolition crystal, lesser	+1d6 on weapon damage against constructs, overcomes DR as adamantine	3,000
M65	Fiendslayer crystal, lesser	+1d6 on weapon damage against evil outsiders, overcomes DR as good	3,000
M64	Crystal of adamant weaponry, greater	+10 to hardness of weapon	3,400
M65	Crystal of return, greater	As *lesser crystal of return* and weapon gains returning property	4,000
M65	Fiendslayer crystal, greater	As *lesser fiendslayer crystal* and struck evil outsider can't teleport for 1 round on critical hit	5,000
M66	Revelation crystal, greater	As *lesser revelation crystal* and concealment effects suppressed for 1 round	5,000
M66	Truedeath crystal, lesser	Weapon deals +1d6 damage to undead, functions as ghost touch weapon	5,000
M66	Witchlight reservoir	Enhance melee weapon in various ways, 5 enhanced strikes/8 hours of charging	5,000
M64	Crystal of arcane steel, greater	As *lesser crystal of arcane steel* and +1 to save DC of spell	6,000
M64	Crystal of energy assault, greater	+1d6 points of specific energy damage to attack, plus secondary effect	6,000
M64	Crystal of life drinking, greater	Heal 5 damage every time you damage a living creature, up to 50 damage/day	6,000
M65	Demolition crystal, greater	As *lesser demolition crystal* and can score sneak attacks and critical hits against constructs	6,000
M65	Phoenix ash threat, greater	Target takes 5 points of fire damage next round	6,000
M66	Truedeath crystal, greater	As *lesser truedeath crystal* and can score sneak attacks and critical hits against undead	10,000

ARMS

Page	Item Name	Effect	Market Price (gp)
M72	Armband of elusive action	1/day avoid provoking attack of opportunity	800
D250	Bracers of armor +1	+1 enhancement bonus to AC	1,000
M192	Armband of confrontation^{SP}	Fighting challenge lasts an extra 3 rounds (*five virtues*)	1,400
M81	Bracers of quick strike	1/day make one additional attack after a full attack action	1,400
M80	Bracers of great collision	2/day deal extra damage on a critical hit with a bludgeoning weapon	1,500
M113	Inquisitor bracers	3/day *cure moderate wounds* along with next melee attack before end of turn	1,500
M80	Bracers of the entangling blast	Next spell cast deals half damage and entangles target	2,000
M84	Caduceus bracers	Sacrifice 5 points of healing to remove 1 point of ability damage or a condition	2,000
M108	Goodberry bracelet	Create five berries per day as *goodberry* spell	2,000
M108	Greatreach bracers	3/day +10 ft. to reach for 1 round	2,000
M80	Bracers of arcane freedom	2/day omit somatic component of next spell cast before end of turn	2,300
M81	Bracers of opportunity	2/day always take attacks of opportunity, extra benefits with Combat Reflexes	2,300
M90	Counterstrike bracers	2/day take one free attack of opportunity after enemy's failed melee attack	2,500
M202	Bands of blood rage^{SP}	3/day grant blood rage to allies (*instruments of the blood gift*)	2,600
M112	Hexbands	+1 to save DC of hexblade's curse, 5/day add Cha modifier to weapon damage against cursed target	3,100
M119	Rapidstrike bracers	3/day +2 on attack rolls made as part of a flurry of blows	3,100
M80	Bracers of the blast barrier	3/day turn a spell or spell-like ability into a wall of magical energy	3,200

Arms (cont.)

Page	Item Name	Effect	Market Price (gp)
M137	Spellmight bracers	Take –5 penalty on attack roll for a touch attack spell to deal +1d6 damage	3,300
M117	Mithral bells	+2 on Perform, throw to create *sound burst* 11 times	3,700
M133	Shadow maniple	3/day healed of damage equal to level of shadow spell or mystery cast	3,700
M79	Bracers of accuracy	3 charges/day, deliver ranged attacks with extreme precision	4,000
D250	Bracers of armor +2	+2 enhancement bonus to AC	4,000
M81	Bracers of repulsion	3/day, push creatures back 5 ft.	4,000
M72	Armbands of might	+2 on Str checks and Str-based skill checks, extra benefits with Power Attack	4,100
M194	Bracers of aerial combat^{SP}	+1 on attack rolls while you or foe are airborne (*array of the manticore*)	5,000
D250	Bracers of archery, lesser	Use all bows, +1 on attack rolls using bows with which you are proficient	5,000
M198	Bracers of blinding strike^{SP}	+2 on initiative, 3/day extra attack in addition to full attack (*fleet warrior's array*)	5,000
M82	Bracers of retaliation	+1 to AC, 3/day sacrifice a spell slot to daze attacker for 1 round	5,000
M90	Crimson dragonhide bracers	Resistance to fire 5, +1 enhancement bonus to natural armor	5,000
M93	Deathstrike bracers	3/day use melee weapons to deal critical hits or sneak attacks to creatures immune to such attacks for 1 round	5,000
M120	Reciprocal bracers	2/day automatic critical threat after taking critical hit or sneak attack damage	5,000
M93	Deathguardian bracers	Sacrifice spell slot to gain DR (2 × level of spell slot)/—	6,000
M139	Strongarm bracers	Wield weapons as if one size category larger than normal	6,000
M72	Armband of maximized healing	3/day next healing spell of 6th level or lower is maximized	7,200
M144	Vambraces of warding	+2 to AC against ranged attacks for good-aligned wearers	8,000
D250	Bracers of armor +3	+3 enhancement bonus to AC	9,000
M82	Bracers of wind	Ranged attacks against you take a –2 penalty as if fired in strong wind, +1 on ranged attacks	10,000
M206	Bracers of lightning^{SP}	Attacks deal +1d6 electricity damage, works in wild shape (*raiment of the stormwalker*)	11,000
M147	Wand bracelet	Store and retrieve up to four items of no more than 3 lb. each	12,000
M112	Incarnum focus (bracers)	+1 to essentia capacity of soulmelds occupying arms chakra	15,000
D250	Bracers of armor +4	+4 enhancement bonus to AC	16,000
D250	Bracelet of friends	Four friends can be summoned once each	19,000
D250	Bracers of archery, greater	Use all bows, +2 on attack, +1 on damage using bows with which you are proficient	25,000
D250	Bracers of armor +5	+5 enhancement bonus to AC	25,000
M80	Bracers of dawn	Project beam of normal light; 4/day *searing light*	26,000
D250	Bracers of armor +6	+6 enhancement bonus to AC	36,000
D250	Bracers of armor +7	+7 enhancement bonus to AC	49,000
D250	Bracers of armor +8	+8 enhancement bonus to AC	64,000

Body (Non-Armor)

Page	Item Name	Effect	Market Price (gp)
D265	Robe of bones	Create a number of undead creatures	2,400
M104	Ghost shroud	+1 to AC; all your melee attacks affect incorporeal creatures	5,000
M130	Robe of retaliation	3/day upon taking damage, sacrifice arcane spell or spell slot to deal damage	6,500
D266	Robe of useful items	Create a number of mundane items	7,000
M130	Robe of mysterious conjuration	3/day sacrifice spell slot to use *summon monster* spell of same level	10,000
M112	Incarnum focus (robe)	+1 to essentia capacity of soulmelds occupying soul chakra	15,000
M133	Shadow veil	+1 to AC; concealment in shadowy areas	16,000
M129	Robe of arcane might	+4 armor bonus to AC; +1 to caster level for spells of a specific school	21,000
M136	Shroud of scales	DR 5/magic, immune to dragon's frightful presence	24,000
D265	Robe of scintillating colors	Colors daze surrounding creatures, conceal wearer, illuminate area	27,000
D265	Robe of blending	+10 on Hide, *disguise self* at will	30,000
M129	Robe of the inferno	+4 armor bonus to AC; create fiery orbs that can be thrown	37,000
M206	Robe of thunder^{SP}	Gain sonic-related benefits, works in wild shape (*raiment of the stormwalker*)	38,000
D265	Robe of stars	Travel to Astral Plane, +1 on saving throws, use up to six *+5 shuriken*	58,000
D265	Robe of the archmagi	Various resistance, spellcasting, and defensive bonuses	75,000
D265	Robe of eyes	See all things within 120 ft., various vision-related effects	120,000

Face

Page	Item Name	Effect	Market Price (gp)
M113	Lenses of bright vision	3/day project 15-ft. cone of bright light from eyes	600
M118	Pearl of speech	Speak and understand one specific language, 1/day *command*	600
M141	Third eye improvisation	1/day +5 on one check in a skill in which you're untrained	1,000
D257	Goggles of minute seeing	+5 bonus on Search for concealed objects within 1 ft.	1,250
M136	Snakeblood tooth	+5 on saves against ingested poison; 3 charges/day, various protections against poison	1,350
M75	Blighter's hex-eye	3/day +2d6 points of damage against elves and plants for 1 round	1,400
M215	Lenses of revelation^{SP}	Reveals foe as undead or evil outsider (*vestments of divinity*)	1,400
M72	Artificer's monocle	Use artificer knowledge or *detect magic* to determine abilities of magic item	1,500
M108	Goggles of lifesight	3/day know whether creatures are living, dead, or neither	2,000

Face (cont.)

Page	Item Name	Effect	Market Price (gp)
M116	Mask of sweet air	Breathe in unclean air, +5 on saves against stench attacks and inhaled poisons	2,000
M143	Third eye surge	3 charges/day, bonuses on Str- and Dex-based checks and weapon damage	2,100
M91	Crystal mask of knowledge	+5 on a specific type of Knowledge check	2,500
M91	Crystal mask of languages	Speak, read, and write five specific languages	2,500
D256	Eyes of the eagle	+5 on Search	2,500
M108	Goggles of foefinding	Ignore enemies' AC bonus from cover	2,500
M138	Spellsight spectacles	+5 on Spellcraft to decipher scrolls and Use Magic Device to use scrolls	2,500
M141	Third eye dampening	1/day reduce numeric effects of next power or spell affecting you to minimum	2,500
M141	Third eye expose	+5 on Sense Motive	2,500
M141	Third eye freedom	1/day *freedom of movement* for 1 round	2,600
M201	Panther mask^{SP}	+5-ft. speed, benefit of Run feat in light or no armor (*Gharyn's monastic array*)	2,700
M90	Corsair's eyepatch	3/day *see invisibility* for 1 round or gain Blind-Fight for 1 minute	3,000
M141	Third eye clarity	1/day negates *confused*, dazed, fascinated, or stunned condition	3,000
M98	Eyes of expanded vision	+1 on Spot, flanking foes get only +1 bonus, –2 on saves against gaze attacks	3,200
M115	Mask of blood	Rage lasts 1 round longer; 2/day ranged touch attack deals 4d6 acid damage	3,300
D261	Lens of detection	+5 on Search and +5 on Survival while tracking	3,500
M193	Mask of mastery^{SP}	+5 on Intimidate, 1/day *command* (*armor of the watching master*)	3,500
M210	Raptor's mask^{SP}	+5 on Spot, immune to blinding and dazzling effects (*regalia of the phoenix*)	3,500
M94	Dragon mask	2/day *see invisibility* for 5 minutes	4,000
M205	Goggles of the golden sun^{SP}	Immune to blinding, dazzling; 3/day *fireball* (*raiment of the four*)	4,000
M115	Mask of mental armor	+3 on saving throws against mind-affecting spells and abilities	4,000
M200	Mask of the tiger^{SP}	Gain benefit of Track feat, low-light vision (*garb of the hunting cat*)	4,000
M107	Goggles of day	Operate without penalty in preternaturally bright light	4,500
M115	Mask of lies	+5 on Bluff, continuous *undetectable alignment*; 3/day *disguise self*	4,500
M116	Mask of silent trickery	2/day omit verbal component of next enchantment or illusion spell	5,000
M99	Eyes of truth	+5 on Spot; 1/day *true seeing* for 1 round	5,500
M117	Monocle of perusal	+5 on Appraise, 3/day *identify*	6,500
M213	Veil of whispers^{SP}	*Confuse* creature affected by your enchantment spell (*seven veils*)	7,000
M96	Dreaming blindfold	1/day send *dream* or *nightmare* to a sleeping creature	7,500
M142	Third eye penetrate	+2 on caster level checks to overcome spell resistance	8,000
M99	Fanged mask	Make bite attacks; 3/day stun creature you bite	8,300
M75	Blindfold of true darkness	Blindsight out to 30 ft., immune to sight-based effects	9,000
M90	Crystal mask of detection	+10 on Search	10,000
M90	Crystal mask of discernment	+10 on Sense Motive	10,000
M91	Crystal mask of dread	+10 on Intimidate	10,000
M92	Crystal mask of mindarmor	+4 on Will saving throws	10,000
M92	Crystal mask of psionic craft	+10 on Psicraft	10,000
M92	Crystal mask of visual insight	Ignore effects of concealment on any creature within 30 ft. for 1 round	10,000
M98	Eyes of power leech	1/day drain 1d6 power points from target per round, 7 consecutive rounds/day	10,000
M113	Lenses of true form	+10 on Spot to penetrate disguise, 1/day force creature to assume true form	10,000
M137	Soulstone	Bind soulmelds to brow chakra	10,000
M140	Third eye aware	+10 on Spot	10,000
M141	Third eye concentrate	+10 on Concentrate	10,000
M141	Third eye gather	+10 on Gather Information	10,000
M142	Third eye powerthieve	1/day borrow one power from a psionic target for 70 minutes	10,000
D258	Goggles of night	Darkvision out to 60 ft.	12,000
M84	Cannith goggles	+5 on Search and Spot, artificers can power the goggles with infusions	13,000
M145	Veil of allure	+2 to save DCs of enchantment spells and Cha-based supernatural abilities	14,000
M112	Incarnum focus (goggles)	+1 to essentia capacity of soulmelds occupying brow chakra	15,000
M118	Moonstone mask	+5 on Listen and Spot, darkvision out to 30 ft.	15,000
M142	Third eye repudiate	1/day *dispel magic*	15,000
M107	Goggles of draconic vision	Various vision-enhancing effects; 1/day blindsense out to 30 ft. for 1 minute	16,000
M108	Goggles of the ebon hunter	Darkvision out to 30 ft.; +1 on attack and damage rolls with ranged weapons	18,000
M91	Crystal mask of insight	+9 on Search and Spot	20,000
M98	Eyes of power leech, vampiric	1/day drain 1d6 power points from target per round, 13 consecutive rounds/day	20,000
D262	Mask of the skull	1/day mask flies up to 50 ft., attacks a creature as *finger of death*	22,000
M212	Turquoise veil^{SP}	Petrify creature affected by your transmutation spell (*seven veils*)	22,000
M142	Third eye sense	See and hear a known, distant location, at will	24,000
D256	Eyes of doom	Use *doom* (one lens), use *fear* and *deathwatch* (both lenses)	25,000
D256	Eyes of charming	*Charm person* at will	56,000
D256	Eyes of petrification	Petrification gaze attack 10 rounds/day	98,000
M141	Third eye conceal	Protected from devices and effects that detect or affect emotions or thoughts	120,000
M141	Third eye dominate	1/day *dominate monster* within 60 ft.	120,000

Feet

Page	Item Name	Effect	Market Price (gp)
M77	Boots of landing	Always land on your feet, 2 fewer dice of falling damage than normal	500
M76	Boots of agile leaping	Add Dex modifier on Jump, stand from prone more easily	600
M78	Boots of stomping	3/day topple creatures in 15-ft. cone	600
M67	Acrobat boots	3 charges, bonuses to land speed; +2 on Tumble	900
M71	Anklet of translocation	2/day teleport 10 ft.	1,400
M168	Steadfast boots	+4 bonus to resist being moved, constantly set against charge	1,400
M201	Cobra straps[SP]	After unarmed charge attack, move 5 ft. (*Gharyn's monastic array*)	1,400
M77	Boots of dragonstriding	+2 on Climb and Jump; 1/day gain climb speed equal to land speed for 10 rounds	1,500
M78	Boots of the mountain king	Ignore some movement-based penalties and skill checks	1,500
M76	Boots of the battle charger	2/day charge as standard action	2,000
M94	Dimension stride boots	+2 on Jump; 5 charges/day, teleport up to 60 ft.	2,000
M130	Rock boots	+4 on Str checks to avoid bull rushes or trips; 5/day ignore difficult terrain	2,000
M131	Sandals of sprinting	3/day +30 ft. enhancement bonus to land speed until start of next turn	2,300
D250	Boots of elvenkind	+5 on Move Silently	2,500
M77	Boots of jumping	Running jump more easily; 3 charges/day, bonus on Jump	2,500
D250	Boots of the winterlands	Move across ice and snow at normal speed, endure cold	2,500
M77	Boots of desperation	3/day gain movement and dodge bonuses when at half hit points or lower	2,800
M145	Vanguard treads	Various stability- and movement-based effects	3,100
M136	Skirmisher boots	Make more effective skirmish attacks and mobile attacks	3,200
M119	Quicksilver boots	2/day make an extra move up to land speed, even over liquid	3,500
M79	Boots of the unending journey[R]	Fharlanghn: +10-ft. enhancement bonus to speed plus relic powers	4,000
D266	Slippers of spider climbing	Walk on walls or ceiling with speed 20 ft.	4,800
M78	Boots of swift passage	5/day teleport 20 ft.	5,000
M79	Boots of tremorsense	3/day tremorsense out to 30 ft. for 5 rounds	5,000
D250	Boots of striding and springing	+10-ft. enhancement bonus to speed, +5 on Jump	5,500
M76	Boots of big stepping	+2 caster level with teleportation spells; 1/day teleport up to 60 ft.	6,000
M78	Boots of sidestepping	3/day take one free 5-foot step	6,000
M109	Gwaeron's boots	Continuous *pass without trace*, undetectable by scent	6,000
M78	Boots of skating	+10-ft. enhancement bonus to land speed, +20-ft. bonus on decline	7,000
D250	Boots of levitation	*Levitate* at will	7,500
M198	Sandals of the light step[SP]	Various free movement effects (*fleet warrior's array*)	9,000
M131	Sandals of springing	+10 on Jump	10,000
M79	Boots of tracklessness	Leave no tracks; 1/day become invisible as *greater invisibility* for 7 rounds	11,000
D250	Boots of speed	*Haste* self 10 rounds total per day	12,000
M121	Riding boots	+5 on Ride during combat, other mounted combat bonuses	12,000
M112	Incarnum focus (boots)	+1 to essentia capacity of soulmelds occupying feet chakra	15,000
D250	Winged boots	3/day *fly* for 5 minutes	16,000
M78	Boots of the mountain king, greater	Ignore some movement-based penalties and skill checks; 1/day *stoneskin*	21,500
M79	Boots of temporal acceleration	1/day enter another time frame for 2 rounds	43,000
D250	Boots of teleportation	3/day *teleport*	49,000
M206	Cloudwalker anklets[SP]	*Air walk*, works in wild shape (*raiment of the stormwalker*)	50,000

Hands

Page	Item Name	Effect	Market Price (gp)
M72	Arcanist's gloves	2/day +2 to caster level of next 1st-level arcane spell cast before end of turn	500
M83	Brute gauntlets	3 charges/day, bonuses on Str checks, Str-based skill checks, melee damage	500
M120	Reach gauntlets	3/day expend 1 power point to extend melee reach by 5 ft. until end of turn	500
M82	Brawler's gauntlets	3/day +2 on grapple checks and damage with unarmed strikes for 1 round	1,000
M102	Gauntlets of energy transformation	3/day change energy type produced by any weapon you hold for 1 round	1,000
M107	Gloves of spell disruption	Enhances ability to interrupt opponents' spells	1,000
M113	Lightning gauntlets	3 charges/day, deal electricity damage to adjacent target	1,000
M204	Gloves of the starry sky[SP]	Emits light, 3/day *magic missile* (*raiment of the four*)	1,100
M62	Adamantine mind blade gauntlets	Mind blade is granted powers akin to adamantine	2,000
M93	Devastation gauntlets	3 charges/day, bonus damage on critical hits	2,000
M101	Gauntlets of arrow reflection	3/day redirect ranged weapons toward attacker if you have Deflect Arrows	2,000
M103	Gauntlets of extended range	Doubles range increment of thrown weapons and objects	2,000
M103	Gauntlets of giantfelling	3/day gain bonus on next damage roll against creature larger than you	2,000
M104	Gauntlets of throwing	3/day grant melee weapon throwing and returning abilities	2,000
M105	Gloves of fortunate striking	1/day reroll 1 attack roll	2,000
M106	Gloves of lightning	3/day ranged touch attack dealing 1d8+5 points of electricity damage	2,000
M105	Gloves of agile striking	2/day +1d6 damage with ranged and light weapons, +2d6 during skirmish attacks	2,200
M121	Repelling gauntlets	1/day repel and halt an enemy moving into a square adjacent to you	2,300
M105	Gloves of eldritch admixture	3 charges/day, bonus energy damage with *eldritch blasts*	2,500
M106	Gloves of manual prowess	3 charges/day, bonuses to some Dex-based skill checks	3,000

HANDS (cont.)

Page	Item Name	Effect	Market Price (gp)
M107	Gloves of object reading	Learn details of object's previous owner	3,000
M136	Soulsmite gauntlets	Uninvest essentia for attack bonuses when using smite opposition	3,000
M107	Gloves of the uldra savant	Create *ray of frost* at will; 3/day melee weapon gains frost property for 5 rounds	3,100
M111	Hellcat gauntlets	3/day next spell deals additional 1d6 slashing damage per spell level	3,200
M100	Finned gauntlets	Swim speed 30 ft., can always take 10 on Swim, can run while swimming	3,500
M144	True strike gauntlets	1/day +20 on next attack made before end of next turn	3,500
M121	Rending gauntlets	Masterwork spiked gauntlets, 3/day gain rending effect	3,610
M216	Gauntlets of ghost fighting$^{\text{SP}}$	Ignore miss chance, +1d6 melee damage to incorporeal creatures (*wraith's woe*)	4,000
D257	Gauntlets of ogre power	+2 enhancement bonus to Str	4,000
M103	Gauntlets of the talon$^{\text{R}}$	Bahamut: Natural claw attacks plus relic powers	4,000
D257	Gloves of arrow snaring	2/day gain the benefit of the Snatch Arrows feat	4,000
D257	Gloves of Dexterity +2	+2 enhancement bonus to Dex	4,000
M203	Barbs of retribution$^{\text{SP}}$	1/day force enemy to reroll save with penalty (*instruments of the blood gift*)	4,500
M102	Gauntlets of eldritch energy	3/day imbue *eldritch blasts* with specific energy type	5,000
M103	Gauntlets of lassitude	3/day melee touch attack with *slow* effect that lasts 5 rounds	5,000
M113	*Ki* straps	+2 enhancement bonus to DC of Stunning Fist attacks	5,000
M199	Claw gloves$^{\text{SP}}$	*+1 punching daggers*, extra benefits when you charge or Spring Attack (*garb of the hunting cat*)	5,604
M101	Gauntlets of the blood-lord$^{\text{R}}$	Hextor: *+1 spiked gauntlets* plus relic powers	5,120
M104	Gauntlets of weaponry arcane	Weapons overcome damage reduction as silver weapons	6,000
M144	Toxic gloves	3/day imbue a melee weapon with poison effective on next attack	6,000
D257	Gloves of swimming and climbing	+5 on Swim and Climb	6,250
M101	Gauntlets of the blazing arc	3/day create cone-shaped burst of flame that deals 4d4+4 fire damage	6,300
M101	Gauntlet of infinite blades	Creates mundane dagger; 5 charges/day, creates magic daggers	6,500
M192	Gauntlets of destruction$^{\text{SP}}$	+2 to Str, 3/day treat attack as adamantine (*armor of the watching master*)	6,610
M194	Gloves of endless javelins$^{\text{SP}}$	Create temporary *+1 javelins* (*array of the manticore*)	7,000
M105	Gloves of flame	Resistance to cold 5 and *endure elements* against cold; 5/day flame effects	7,000
M105	Gloves of the balanced hand	Fight as with Two-Weapon Fighting, additional bonuses for those with the feat	8,000
M106	Gloves of incarnum theft	Steal 1 point of essentia from target with unarmed melee touch attack	8,000
M116	Mesmerist's gloves	2/day affect one extra target with an enchantment spell of 3rd level or lower	8,000
M101	Gauntlet of Gruumsh	*+1 gauntlet,* 3/day make melee touch attack to blind target for 1 hour	8,302
M95	Dragonfang gauntlets	+2 enhancement bonus to Strength, various attack-based bonuses and effects	8,610
M104	Ghoul gauntlets	1/round make melee touch attack with paralysis effect	10,000
D257	Glove of storing	Stores one item in stasis	10,000
M117	Mind blade gauntlet, lesser	Mind blade manifests with a specific weapon property with price modifier +1	10,000
M139	Storm gauntlets	*+1 spiked gauntlets,* resistance to electricity 5; 4 charges/day, various electricity-based effects	10,604
M103	Gauntlets of mindfire	1/day create cone of mindfire sickness	11,000
D257	Gauntlet of rust	1/day affect object as *rusting grasp,* wearer and gear protected from rust	11,500
M107	Gloves of the titan's grip	3/day +8 on grapple checks for 7 rounds	14,000
M112	Incarnum focus (gauntlets)	+1 to essentia capacity of soulmelds occupying hands chakra	15,000
D257	Gloves of Dexterity +4	+4 enhancement bonus to Dex	16,000
M84	Casting glove	Store item in stasis, can activate or consume stored item	20,000
M117	Mind blade gauntlet	Mind blade manifests with a specific weapon property with price modifier +2	24,000
D257	Gloves of Dexterity +6	+6 enhancement bonus to Dex	36,000
M117	Mind blade gauntlet, greater	Mind blade manifests with a specific weapon property with price modifier +3	42,000

HEAD

Page	Item Name	Effect	Market Price (gp)
M147	Watch lamp	Creates torchlike light at shoulder	500
M211	Burning veil$^{\text{SP}}$	Deal 1d6 fire damage to target damaged by your fire spell (*seven veils*)	1,000
D264	Phylactery of faithfulness	Know if something could adversely affect your alignment or standing with deity	1,000
M72	Bear helm	1/day take half damage from one sneak attack or critical hit while raging	1,500
M110	Headband of the lorebinder	+4 on bardic knowledge checks, 3/day *read magic*	1,600
D258	Hat of disguise	*Disguise self* at will	1,800
M109	Headband of conscious effort	1/day make a Concentration check in place of a required Fortitude save	2,000
M111	Helm of battle	3/day +2 on next bull rush, disarm, overrun, sunder, or trip attempt	2,000
M208	Helm of tactics$^{\text{SP}}$	3/day +1 to minor aura or allies deal +2 damage to flanked foes (*regalia of the hero*)	2,000
M87	Circlet of solace	3/day next healing spell also grants +5 on various saving throws for 1 minute	3,000
M97	Essentia helm	3 charges/day, temporarily adds essentia to essentia receptacles	3,000
M132	Scout's headband	+2 on Spot; 3 charges/day, provides vision-based bonuses	3,400
D258	Headband of intellect +2	+2 enhancement bonus to Int	4,000
M87	Circlet of wild surging	3/day when using wild surge while manifesting a power, +1 to manifester level	4,200
D252	Circlet of persuasion	+3 on Charisma-based checks	4,500

HEAD (cont.)

Page	Item Name	Effect	Market Price (gp)
M111	Helm of the purple plume^{R}	Heironeous: +2 enhancement bonus to Cha plus relic powers	4,500
M86	Circlet of mages	+2 on Concentration; 3 charges/day, retain spell slots after casting	5,000
M111	Helm of gazes	3/day absorb gaze attack requiring a save	5,000
M119	Platinum helm^{R}	Bahamut: Immunity to frightful presence of evil dragons plus relic powers	5,000
D259	Helm of comprehend languages and read magic	Understand all languages and text, +5 on Decipher Script for incomplete messages	5,200
M111	Helm of glorious recovery	1/day heals 4d8+7 points of damage	5,600
M111	Helm of heroes	1/day use grant move action ability to grant allies melee attacks instead	5,600
M97	Executioner's hood^{R}	Erythnul: Coup de grace as standard action plus relic powers	6,000
D252	Circlet of blasting, minor	1/day *searing light*	6,480
M193	Helm of wounding sight^{SP}	*Light* at will, 3/day 60-ft. blinding fire cone (*armor of the watching master*)	6,500
M118	Phoenix helm	Low-light vision; 1/day each *feather fall, resist energy, speak with animals* (birds)	6,500
M215	Phylactery of virtue^{SP}	+2 bonus on some saves, 2/day *death ward* (*vestments of divinity*)	6,500
M114	Lore gem	+2 on all Knowledge, acts as a spellbook with a capacity of 30 spell levels	7,500
M112	Horned helm	Gain secondary gore attack dealing 1d8 damage + 1/2 Str bonus	8,000
M117	Mindvault	1/day immune to mind-affecting effects but dazed for 1 round	8,000
M209	Crown of flames^{SP}	+2 to Cha, 1/day *fire shield* for 5 rounds (*regalia of the phoenix*)	8,500
M194	Helm of the hunter^{SP}	+5 on Spot, Far Shot, 1/day vision bonuses for 4 hours (*array of the manticore*)	9,000
M71	Angelhelm	Emulate certain traits of celestial beings	10,000
M99	Fiendhelm	Emulate certain traits of evil extraplanar creatures	10,000
D264	Phylactery of undead turning	Turn undead as if four levels higher	11,000
M109	Hat of anonymity	+5 on Hide, under continuous *nondetection* effect	12,500
M75	Blindhelm	Blindsense out to 5 ft., +5 bonus on saves against gaze attacks	15,000
M86	Circlet of rapid casting	3 charges/day, cast spells as swift actions	15,000
M112	Incarnum focus (circlet)	+1 to essentia capacity of soulmelds occupying crown chakra	15,000
D258	Headband of intellect +4	+4 enhancement bonus to Int	16,000
M139	Surge crystal	5 charges/day, increase manifester level for next power manifested in round	18,000
M73	Beholder crown	Create ray effects as a beholder	20,000
D252	Circlet of blasting, major	1/day maximized *searing light*	23,760
D259	Helm of underwater action	See five times farther underwater, breathe underwater on command	24,000
D259	Helm of telepathy	*Detect thoughts* at will, send telepathic messages, 1/day *suggestion*	27,000
D258	Headband of intellect +6	+6 enhancement bonus to Int	36,000
D259	Helm of teleportation	3/day *teleport*	73,500
D258	Helm of brilliance	Create various energy- and light-based effects	125,000

RINGS

Page	Item Name	Effect	Market Price (gp)
M122	Ring of brief blessing	1/day weapon attack or unarmed strike considered magic and good-aligned	1,000
M122	Ring of communication	Can hear all words spoken by wearers of attuned rings within 1 mile	2,000
M122	Ring of the darkhidden	Invisible to darkvision	2,000
M123	Ring of floating	Float on any liquid, rise at speed of 30 ft. if underwater	2,000
M124	Ring of four winds	4/day +2 to AC against a single attack or gain *feather fall*	2,000
M126	Ring of piercing spells	3/day next melee touch spell that targets flanked foe deals +2d6 damage	2,000
D232	Ring of protection +1	+1 deflection bonus to AC	2,000
M127	Ring of silent spells	1/day create *silence* effect and while in that area, you can cast spells silently	2,000
D232	Ring of feather falling	Triggers *feather fall* if you fall more than 5 ft.	2,200
M83	Brute ring	2/day blast of force makes bull rush attack against opponent	2,300
D230	Ring of climbing	+5 on Climb	2,500
D232	Ring of jumping	+5 on Jump	2,500
D233	Ring of sustenance	Nourished, 2 hours of sleep gives benefit of 8 hours	2,500
D233	Ring of swimming	+5 on Swim	2,500
M114	Lockpicking ring	+5 on Open Lock, 1/day *knock*	3,500
M126	Ring of mystic healing	+1 caster level with healing spells; 3 charges/day, healing spells more potent	3,500
M206	Stormfire ring^{SP}	5/day *faerie fire* deals damage for 5 rounds, works in wild shape (*raiment of the stormwalker*)	4,000
D230	Ring of counterspells	Counter a stored spell of 1st to 6th level	4,000
M128	Ring of vengeance	3/day when critical hit is scored on you, attacker takes 5d6 points of damage	4,500
M122	Ring of arming	Swap current armor and weapons with another set stored inside ring, at will	5,000
M125	Ring of master artifice, lesser	Gain 1 bonus 1st-level and 2nd-level infusion per day	5,000
M123	Ring of the forcewall	3 charges/day, creates 10-ft.-square *wall of force*	5,100
M121	Ring of adamantine touch	Melee attacks treated as adamantine for overcoming DR	6,000
M123	Ring of essentia	Ring can hold 1 point of essentia	6,000
M127	Ring of thunderclaps	3/day 1d8+5 electricity damage with melee touch attack; 1/day *shout*	6,000
M128	Ring of water breathing	Breathe freely underwater	6,000
M125	Ring of mystic defiance	3/day ignore up to 10 points of damage from a spell or spell-like ability	7,500

Rings (cont.)

Page	Item Name	Effect	Market Price (gp)
M125	Ring of mystic fire	+1 caster level with fire spells; 3 charges/day, fire spells more damaging	7,500
M126	Ring of mystic lightning	+1 caster level with electricity spells; 3 charges/day, electricity spells more damaging	7,500
M121	Ring of antivenom	1/day *neutralize poison*, self only	8,000
M123	Ring of entropic deflection	Create *entropic shield* effect for 1 round after moving at least 10 ft.	8,000
D232	Ring of mind shielding	Immune to *detect thoughts*, *discern lies*, magical discernments of alignment	8,000
D232	Ring of protection +2	+2 deflection bonus to AC	8,000
D232	Ring of force shield	Generate shieldlike *wall of force* on command	8,500
D232	Ring of the ram	Creates force effect that can make bull rush attacks, open heavy doors	8,600
M122	Ring of avoidance	3/day +20 to AC until beginning of next turn	10,000
D230	Ring of improved climbing	+10 on Climb	10,000
D232	Ring of improved jumping	+10 on Jump	10,000
D233	Ring of improved swimming	+10 on Swim	10,000
M126	Ring of self-sufficiency	+10 on Autohypnosis	10,000
M127	Ring of soulbound protection	+1 to AC; stores up to 2 points of essentia for extra bonuses	10,000
D230	Ring of animal friendship	*Charm animal* at will	10,800
M125	Ring of lightning flashes	3/day 5d6 electricity damage to creatures within 5 ft.	11,500
D232	Ring of energy resistance, minor	Resistance 10 to one type of energy	12,000
M127	Ring of spell-battle	Aware of all spellcasting in area; 1/day *dispel magic* as a counterspell	12,000
D230	Ring of chameleon power	+10 on Hide, *disguise self* at will	12,700
D233	Ring of water walking	Continuous *water walk*	15,000
M122	Ring of dragon friendship	Communication and diplomacy bonuses when dealing with dragon creatures	16,000
M124	Ring of greater counterspells	Counter a stored spell of 1st–6th level, 1/day attempt to counterspell one spell	16,000
M122	Ring of divergence	Resistance 10 to specific energy, 1/day reflect spells of that energy type	18,000
M124	Ring of the icy soul	Gain resistance to cold 20 but gain vulnerability to fire	18,000
D232	Ring of protection +3	+3 deflection bonus to AC	18,000
D233	Ring of spell storing, minor	Cast up to three levels of spells stored in the ring	18,000
M75	Bone ring	3 charges/day, protected from energy drain and ability drain	20,000
M121	Ring of arcane might	+1 to arcane caster level	20,000
D232	Ring of invisibility	*Invisibility* at will	20,000
D233	Ring of wizardry I	Doubles 1st-level spells per day	20,000
D232	Ring of evasion	Grants evasion ability	25,000
M125	Ring of master artifice	Gain 1 bonus 3rd-level and 4th-level infusion per day	25,000
D233	Ring of X-ray vision	See into and through solid matter	25,000
M127	Ring of soulbound protection, greater	+1 to AC; stores up to 4 points of essentia for extra bonuses	26,000
D230	Ring of blinking	Blink at will	27,000
D232	Ring of energy resistance, major	Resistance 20 to one type of energy	28,000
M128	Ring of vanishing	3/day become nearly undetectable for 2 rounds	30,000
M128	Rings of force armor (pair)	+5 armor bonus to AC, attackers take damage, bonuses against incorporeal	30,000
D232	Ring of protection +4	+4 deflection bonus to AC	32,000
M126	Ring of negative protection	Various protections against negative energy	36,000
M126	Ring of positive protection	Various protections against positive energy	36,000
D232	Ring of freedom of movement	Continuous *freedom of movement*	40,000
D233	Ring of wizardry II	Doubles 2nd-level spells per day	40,000
D232	Ring of energy resistance, greater	Resistance 30 to one type of energy	44,000
M126	Ring of nine lives	9 charges, heals you at 0 hp or fewer, or succeed on one failed save per day	45,000
D232	Ring of friend shield (pair)	Use *shield other* on wearer of mated ring, at will	50,000
D232	Ring of protection +5	+5 deflection bonus to AC	50,000
D232	Ring of shooting stars	Create various light- and lightning-themed effects	50,000
D233	Ring of spell storing	Cast up to five levels of spells stored in the ring	50,000
M128	Ring of universal energy resistance, minor	Resistance 10 to all types of energy	60,000
M125	Ring of master artifice, greater	Gain 1 bonus 5th-level and 6th-level infusion per day	61,000
D233	Ring of wizardry III	Doubles 3rd-level spells per day	70,000
D233	Ring of telekinesis	*Telekinesis* at will	75,000
D232	Ring of regeneration	Heal damage quickly over time, *regenerate* body parts	90,000
D233	Ring of three wishes	Use *wish* three times	97,950
D233	Ring of spell turning	3/day reflect nine levels of spells as *spell turning*	98,280
D233	Ring of wizardry IV	Doubles 4th-level spells per day	100,000
M128	Ring of universal energy resistance, major	Resistance 20 to all types of energy	120,000
D230	Ring of djinni calling	Djinni serves you for up to 1 hour/day	125,000
M128	Ring of universal energy resistance, greater	Resistance 30 to all types of energy	180,000
D231	Ring of elemental command (air)	Creates various air-themed effects	200,000

RINGS (cont.)

Page	Item Name	Effect	Market Price (gp)
D231	Ring of elemental command (earth)	Creates various earth-themed effects	200,000
D231	Ring of elemental command (fire)	Creates various fire-themed effects	200,000
D231	Ring of elemental command (water)	Creates various water-themed effects	200,000
D233	Ring of spell storing, major	Cast up to ten levels of spells stored in the ring	200,000

SHOULDERS

Page	Item Name	Effect	Market Price (gp)
M118	Piercer cloak	3/day attacks made from higher ground deal extra damage	900
M87	Cloak of elemental protection	1/day resistance 10 against energy type of your choice for 1 round	1,000
D253	Cloak of resistance +1	+1 resistance bonus on all saving throws	1,000
M87	Cloak of predatory vigor	2/day heal damage equal to your HD while raging	1,400
M197	Standard of valor^{SP}	1/day grant ally extra save against fear effect (*five virtues*)	1,400
M84	Cape of the viper	3 charges/day, transform into a viper for 7 rounds	2,000
M120	Rearguard's cape	1/day +2 to minor and major auras when outnumbered, marshal only	2,000
M89	Cloak of weaponry	Store one Medium weapon	2,300
D253	Cloak of elvenkind	+5 on Hide	2,500
M87	Cloak of quills	5/day while grappling, deal 1d6 points of damage to grappling opponent	2,500
M145	Vanisher cloak	3 charges/day, you and allies become briefly invisible	2,500
D253	Cloak of Charisma +2	+2 enhancement bonus to Cha	4,000
D253	Cloak of resistance +2	+2 resistance bonus on all saving throws	4,000
M133	Scry shroud	+5 on saves against divinations; if you detect *scrying* sensor, become invisible for 10 rounds	4,000
M148	White cloak of the spider	+2 on saves against poison; 1/day *spider climb, hold person*	4,200
M88	Cloak of soulbound resistance	+1 on all saving throws; stores up to 2 points of essentia for extra bonuses	5,000
M95	Dragonscale cloak^{R}	Tiamat: Resistance 5 to energy type of choice plus relic power	5,000
M88	Cloak of the salamander	3/day deals 1d6+7 points of fire damage to any creature striking you in melee	6,000
M144	Transposer cloak	3/day switch positions with another creature within 30 ft.	6,000
M108	Greater piwafwi	Resistance to fire 5; +5 on Hide	6,500
D253	Cloak of the manta ray	Become a manta ray, as the *polymorph* spell, upon entering salt water	7,200
M88	Cloak of stone	+5 on Hide and Move Silently; 1/day *meld into stone*	8,000
M200	Mantle of the predator^{SP}	+5 on Hide and Move Silently, +1d6 if target is denied Dex bonus to AC (*garb of the hunting cat*)	8,000
D253	Cloak of resistance +3	+3 resistance bonus on all saving throws	9,000
D252	Cape of the mountebank	1/day *dimension door*	10,080
M89	Cloak of turn resistance	+4 bonus to turn resistance	11,000
M212	Veil of doors^{SP}	Dismiss creature damaged by your summoned creature (*seven veils*)	11,000
M115	Mantle of second chances	1/day reroll any one roll	12,000
M148	Water cloak	+5 on Reflex against fire effects, various fire-negating abilities	12,000
M88	Cloak of soulbound resistance, greater	+1 on all saving throws; stores up to 4 points of essentia for extra bonuses	13,000
D252	Cloak of arachnida	Various *web* and spider-based effects	14,000
M112	Incarnum focus (cloak)	+1 to essentia capacity of soulmelds occupying shoulders chakra	15,000
D253	Cloak of Charisma +4	+4 enhancement bonus to Cha	16,000
D253	Cloak of resistance +4	+4 resistance bonus on all saving throws	16,000
M147	War wizard cloak	Continuous *endure elements, feather fall;* 1/day *dimension door, mage armor, protection from arrows, sending*	16,000
M87	Cloak of battle	+4 armor bonus to AC, turns into *+1/+1 quarterstaff*; 3/day disarm attempt	22,000
D253	Cloak of displacement, minor	Continuous 20% miss chance	24,000
D253	Cloak of resistance +5	+5 resistance bonus on all saving throws	25,000
D252	Cloak of the bat	+5 on Hide; hang from ceiling, *fly*, polymorph into a bat at will	26,000
M88	Cloak of thorns	+2 to natural armor, creatures striking you in melee take 1d4+3 damage	26,000
D253	Cloak of Charisma +6	+6 enhancement bonus to Cha	36,000
M88	Cloak of the salamander, greater	Deals 1d6+7 points of fire damage to any creature striking you in melee	36,000
D253	Cloak of displacement, major	As the *displacement* spell (50% miss chance), 15 rounds total per day	50,000
M210	Phoenix cloak^{SP}	Fly at your land speed with perfect maneuverability (*regalia of the phoenix*)	50,000
D268	Wings of flying	Fly 60 ft. with good maneuverability, at will	54,000
D253	Cloak of etherealness	As *ethereal jaunt* for 10 minutes total per day	55,000
D261	Mantle of faith	Damage reduction 5/evil	76,000
D261	Mantle of spell resistance	Spell resistance 21	90,000

THROAT

Page	Item Name	Effect	Market Price (gp)
M131	Safewing emblem	*Feather fall* up to 180 ft., 1 time	250
M85	Charm of countersong	Use countersong to interrupt a sonic attack	400
M70	Amulet of toxin delay	1/day *delay poison* for 2 rounds	400
M68	Amber amulet of vermin, giant bee	1/day summons a giant bee to serve you for 1 minute	500

Throat (cont.)

Page	Item Name	Effect	Market Price (gp)
M68	Amulet of aquatic salvation	1/day breathe water for 5 rounds	500
M85	Chronocharm of the celestial wanderer	1/day reroll one Listen or Spot check	500
M85	Chronocharm of the fateweaver	1/day reroll one Balance, Climb, or Tumble check	500
M86	Chronocharm of the grand master	1/day +5 dodge bonus to AC against one ranged attack	500
M86	Chronocharm of the horizon walker	1/day move up to half your speed as a swift action	500
M86	Chronocharm of the laughing rogue	1/day reroll one Disable Device check	500
M86	Chronocharm of the uncaring archmage	1/day cast one spell of 3rd level or lower with casting time of 1 full round as a standard action	500
M139	Symbol of transfiguration	3/day *purify food and drink*, 1/day *align weapon* (good) for 1 round	500
M118	Necklace of copper dragon scales	Resistance to acid 5 for 1 hour, 6 uses	570
M148	Wink brooch	3/day +2 on Bluff or Diplomacy check	600
M68	Amber amulet of vermin, giant praying mantis	1/day summons a giant praying mantis to serve you for 1 minute	700
M68	Amber amulet of vermin, giant queen ant	1/day summons a giant queen ant to serve you for 1 minute	700
M68	Amber amulet of vermin, Huge monstrous centipede	1/day summons a Huge monstrous centipede to serve you for 1 minute	700
M68	Amber amulet of vermin, Huge monstrous scorpion	1/day summons a Huge monstrous scorpion to serve you for 1 minute	700
M68	Amber amulet of vermin, Large monstrous spider	1/day summons a Large monstrous spider to serve you for 1 minute	700
M90	Crest of bravery	3 charges/day, bolster yourself and allies against fear if you have aura of courage	750
M68	Amber amulet of vermin, giant wasp	1/day summons a giant wasp to serve you for 1 minute	800
D258	Hand of the mage	*Mage hand* at will	900
M83	Brooch of stability	1/day automatically stabilized if at –1 hp or lower	1,000
M96	Eagle claw talisman	3/day +5 on Str checks made to break or burst an item	1,000
M120	Reliquary holy symbol	Grants additional uses of turn or rebuke undead	1,000
M68	Amber amulet of vermin, giant stag beetle	1/day summons a giant stag beetle to serve you for 1 minute	1,200
M116	Medal of gallantry	+2 on Diplomacy, –2 on Bluff; 3/day *sanctuary* (self only)	1,350
M148	Wyrmfang amulet	Unarmed strikes and natural weapon attacks overcome DR as magic weapons	1,350
M208	Badge of valor^{SP}	3/day allies gain +2 against charm/fear or +1 to inspire courage (*regalia of the hero*)	1,400
D250	Brooch of shielding	Absorb up to 101 points of damage from *magic missile*	1,500
M96	Empowered spellshard, 1st-level spell	3/day empower specific 1st-level spell	1,500
M97	Enduring amulet	Protected by *endure elements* spell; 3 charges/day, resistance to cold and fire	1,500
M196	Medal of steadfast honor^{SP}	Immediately stand if knocked prone (*five virtues*)	1,500
M105	Githborn talisman	3/day various bonuses against aberrations	1,800
D246	Amulet of natural armor +1	+1 enhancement bonus to natural armor	2,000
M69	Amulet of retributive healing	3/day healed for as much damage as you heal others	2,000
M70	Amulet of teamwork	You and allies gain bonuses; 1/day gain +5 bonus to AC for 1 round	2,000
M95	Dragon spirit amulet	3/day draconic aura effective to 60 ft. for 1 round	2,000
M138	Spellsink scarab	3 charges/day, reduces damage from spells and psionic powers	2,000
M143	Torc of displacement	3 charges/day, gain concealment for 1 round	2,000
M69	Amulet of incarnum shielding	7 charges, immune to one incarnum-draining or soulmeld-unshaping effect	2,100
M97	Enemy spirit pouch	+1 on attack rolls against creatures of a specific type, extra bonus for rangers	2,100
M70	Amulet of tears	3 charges/day, gain temporary hit points for 10 minutes	2,300
D266	Golembane scarab	Detect golems within 60 ft., overcome golems' damage reduction	2,500
M90	Contact medallion	3/day *Rary's telepathic bond* with one creature within 1 mile, for 1 minute	3,000
M96	Empowered spellshard, 2nd-level spell	3/day empower specific 2nd-level spell	3,000
M110	Heartseeking amulet	3/day treat next melee attack as melee touch attack	3,000
M82	Brooch of avoidance	3/day +4 dodge bonus against attacks of opportunity until end of turn	3,100
M120	Reins of ascension	3 charges/day, grant mount jumping and flying abilities	3,300
M143	Torc of the titans	3/day +5 on Str checks, Str-based skill checks, melee damage rolls for 1 round	3,300
M214	Badge of glory^{SP}	2/day deal +1 melee damage/2 levels to evil creature (*vestments of divinity*)	3,400
D246	Amulet of health +2	+2 enhancement bonus to Con	4,000
M118	Necklace of warning	+2 to flat-footed AC	4,000
M118	Pendant of joy	+2 on Diplomacy checks to creatures within 30 ft. (1 power point required)	4,000
D263	Periapt of Wisdom +2	+2 enhancement bonus to Wis	4,000

THROAT (cont.)

Page	Item Name	Effect	Market Price (gp)
M143	Torc of power preservation	5/day spend 1 less power point than normal when manifesting a power	4,000
M104	Gem of the glitterdepth[R]	Garl Glittergold: +2 enhancement bonus to Wis plus relic powers	4,500
M69	Amulet of fortune prevailing	1/day reroll one saving throw	5,000
M89	Collar of healing	Know animal's hit point total; 1/day cure 50 points of damage to animal	5,000
M109	Hand of the oak father	Various druid spell-like abilities	5,000
M144	Vampire torc	2/day heal damage equal to half the melee damage you deal	5,000
M68	Amulet of emergency healing	3/day heal 1d4+5 points of damage, even to creatures under –9 hp	6,000
D246	Amulet of mighty fists +1	+1 enhancement bonus on attacks and damage with unarmed attacks and natural weapons	6,000
M71	Amulet of wordtwisting	+2 on Bluff, Diplomacy, Intimidate, Sense Motive; orcs gain +4 and 1/day *tongues*	6,000
M96	Empowered spellshard, 3rd-level spell	3/day empower specific 3rd-level spell	6,000
M99	Farspeaking amulet	3/day converse with four linked characters for 10 minutes	6,000
M205	Periapt of the sullen sea[SP]	Hold breath 12 hours, 2/day *freedom of movement* (*raiment of the four*)	6,000
M143	Torc of heroic sacrifice	1/day take damage dealt to a single ally with 30 ft.	6,000
M144	Unicorn pendant	1/day *cure moderate wounds*, *neutralize poison*; extra bonus for paladins	6,000
M136	Skull plaque	Undead have –2 on attacks against you, 1/day death knell, detect undead	6,200
D263	Periapt of health	Immunity to disease	7,400
D246	Amulet of natural armor +2	+2 enhancement bonus to natural armor	8,000
M85	Chasuble of fell power	+1d6 points of damage with *eldritch blasts* or chaotic damaging spells	8,000
M100	Flesh ring of scorn	3/day automatically confirm critical threats, but take damage	8,000
D258	Hand of glory	Extra ring slot, 1/day each use *daylight* and *see invisibility*	8,000
M195	Medallion of aerial defense[SP]	DR 10/magic against ranged attacks if you or foe is airborne (*array of the manticore*)	8,000
M119	Psionatrix	+1 to save DC of powers of a specific psionic discipline	8,000
M132	Scentblinder	Undetectable by the scent ability	8,000
M71	Ankh of ascension	3/day gain +4 caster level bonus by sacrificing divine spell or spell slot	9,000
M84	Cat's-eye brooch	+1 on all saving throws, +4 on saving throws against disease	9,000
D263	Necklace of adaptation	Immune to harmful vapors and gases, can always breathe	9,000
M121	Retributive amulet	3/day creature attacking you takes damage equal to half what it dealt	9,000
M69	Amulet of inviolate form	7 charges, protects against shape- or composition-changing attacks	11,000
M203	Blood claw choker[SP]	+2 to Con, 2/day regain sorcerer spell slot (*instruments of the blood gift*)	12,000
D262	Medallion of thoughts	*Detect thoughts*, at will	12,000
M100	Fireflower pendant	Resistance to fire 10; 1/hour immunity to fire until start of next turn	13,000
M216	Choker of life protection[SP]	Protection from 3 negative levels/day, +2 to AC against undead (*wraith's woe*)	14,000
M72	Badge of the svirfneblin	Darkvision out to 30 ft., +5 on Hide; 1/day *blur* (self only)	15,000
M112	Incarnum focus (amulet)	+1 to essentia capacity of soulmelds occupying throat chakra	15,000
D264	Periapt of wound closure	Automatically stabilizes dying characters, increases natural healing	15,000
M68	Amulet of catapsi	1/day creates 30-ft. radius of telepathic noise	16,000
D246	Amulet of health +4	+4 enhancement bonus to Con	16,000
D263	Periapt of Wisdom +4	+4 enhancement bonus to Wis	16,000
M212	Serpent veil[SP]	Poison target already affected by your arcane melee touch spell (*seven veils*)	16,000
D246	Amulet of natural armor +3	+3 enhancement bonus to natural armor	18,000
M85	Chasuble of fell power, greater	+2d6 points of damage with *eldritch blasts* or chaotic damaging spells	18,000
M132	Scarab of stabilization	Automatically stabilize; once, if at –10 hp or below, instead stabilize at –1 hp	20,000
D246	Amulet of mighty fists +2	+2 enhancement bonus on attacks and damage with unarmed attacks and natural weapons	24,000
D263	Periapt of proof against poison	Immunity to poison	27,000
D246	Amulet of natural armor +4	+4 enhancement bonus to natural armor	32,000
D247	Amulet of proof against detection and location	Protection as *nondetection* spell	35,000
D246	Amulet of health +6	+6 enhancement bonus to Con	36,000
D263	Periapt of Wisdom +6	+6 enhancement bonus to Wis	36,000
D266	Scarab of protection	Spell resistance 20, negates various types of attacks twelve times	38,000
M70	Amulet of second chances	1/day undo all events of current round and begin turn again	40,000
M132	Scarab of invulnerability	1/day immunity to all damage for 1 round	40,000
D246	Amulet of natural armor +5	+5 enhancement bonus to natural armor	50,000
D246	Amulet of mighty fists +3	+3 enhancement bonus on attacks and damage with unarmed attacks and natural weapons	54,000
M95	Dragon's-eye amulet	+10 on Search and Spot, blindsense out to 30 ft.	55,000
D246	Amulet of mighty fists +4	+4 enhancement bonus on attacks and damage with unarmed attacks and natural weapons	96,000
D247	Amulet of the planes	*Plane shift* at will, DC 15 Intelligence check to specify ending location	120,000
D246	Amulet of mighty fists +5	+5 enhancement bonus on attacks and damage with unarmed attacks and natural weapons	150,000

TORSO

Page	Item Name	Effect	Market Price (gp)
M133	Shiftweave	Mimics five specific outfits	500
M215	Ephod of authority^{SP}	Turn undead as if 1 level higher (*vestments of divinity*)	800
M94	Dispelling cord	5/day +2 on dispel checks until end of turn	1,000
M147	Vest of resistance +1	+1 on saving throws	1,000
M133	Sepulchral vest	3/day +5 on saves against effects generated by undead	2,000
M146	Vest of defense	3/day +2 to AC fighting defensively, or using total defense or Combat Expertise	2,000
M144	Tunic of steady spellcasting	+5 on Concentration	2,500
M83	Burnoose of 1,001 thorns	Various desert- and thorn-themed effects	3,000
M100	Formless vest	1/day take half critical hit or sneak attack damage	3,200
M119	Rags of restraint	Expend Stunning Fist or *ki* power to heal damage equal to monk or ninja level	3,200
M109	Hair shirt of suffering	+1 to natural armor; 1/day *cure serious wounds* on another	3,400
M139	Surcoat of valor	+1 to save DC of knight's challenge	4,000
M213	Veil of storms^{SP}	Deal 4d6 electricity damage to target already damaged by your electricity spell (*seven veils*)	4,000
M147	Vest of resistance +2	+2 on saving throws	4,000
M75	Bolt shirt	1/day teleport 60 ft.	5,000
M99	Fiery tunic	Resistance to fire 5; 1/day *fire shield* and all weapons are flaming	5,000
M147	Vestments of ebonsilk^{R}	Lolth: +2 on all saving throws plus relic powers	5,000
D268	Vest of escape	+4 on Open Lock, +6 on Escape Artist	5,200
M140	Tabard of the great crusade^{R}	St. Cuthbert: +1 on all saves for you and allies within 20 ft. plus relic powers	5,500
M216	Shirt of wraith stalking^{SP}	*Hide from undead* (*wraith's woe*)	6,000
M140	Tabard of the disembodied^{R}	Nerull: 1/day become ethereal for 1 round plus relic powers	6,000
M114	Lightning tunic	3 charges/day, deal electricity damage to attackers for 3 rounds	8,000
M135	Shirt of the leech	Automatically recognize healing spells, 3/day divert healing spells to you	8,000
M134	Shirt of bone	Damage reduction 3/bludgeoning	9,000
M134	Shirt of chains	Damage reduction 3/piercing	9,000
M136	Shirt of the treant	Damage reduction 3/slashing	9,000
M147	Vest of resistance +3	+3 on saving throws	9,000
D268	Druid's vestment	Grants one additional use of wild shape per day	10,000
M146	Vest of the master evoker	Various evocation-enhancing and metamagic effects	10,000
M135	Shirt of resilience	Damage reduction 3/magic	12,000
M198	Vest of free movement^{SP}	3/day *freedom of movement* effect for 3 rounds (*fleet warrior's array*)	12,000
M195	Winged vest^{SP}	5/day fly speed of 60 ft. for 5 rounds (*array of the manticore*)	12,000
M112	Incarnum focus (vestments)	+1 to essentia capacity of soulmelds occupying heart chakra	15,000
M134	Shirt of angels	Damage reduction 3/evil	15,000
M134	Shirt of demonskin	Damage reduction 3/good	15,000
M134	Shirt of the fey	Damage reduction 3/cold iron	15,000
M134	Shirt of the inevitable	Damage reduction 3/chaotic	15,000
M135	Shirt of ironskin	Damage reduction 3/adamantine	15,000
M135	Shirt of the moon	Damage reduction 3/silver	15,000
M135	Shirt of slaadskin	Damage reduction 3/lawful	15,000
M147	Vest of resistance +4	+4 on all saving throws	16,000
M130	Rogue's vest	Various rogue-themed bonuses and effects	18,000
M147	Vest of resistance +5	+5 on all saving throws	25,000
M112	Impervious vestment	+5 armor bonus to AC; 1/day *blade barrier* that lasts for up to 18 min.	34,000
M145	Vest of the archmagi	Various powerful defensive, healing, and spellcasting effects	200,000

WAIST

Page	Item Name	Effect	Market Price (gp)
M110	Healing belt	+2 on Heal; 3 charges, heal damage with a touch	750
M74	Belt of one mighty blow	1/day extra damage on next melee attack before end of turn	1,500
M74	Belt of theft-healing	3/day heal damage equal to level of one spell you steal	2,000
M212	Caustic veil^{SP}	Deal 2d6 acid damage to target damaged by your acid spell (*seven veils*)	2,000
M95	Dragon spirit cincture	Breath weapon damage increased by 1 die, can increase breath weapon save DC	2,000
M136	Silkslick belt	Various bonuses on Escape Artist checks	2,000
M73	Belt of growth	1/day affected as *enlarge person* for up to 10 minutes	3,000
M215	Cord of favor^{SP}	+5 on Sense Motive, 3/day *divine favor* (*vestments of divinity*)	3,000
M75	Belt of ultimate athleticism	Take 10 on various skill checks, 1/day take 20 on one such skill check	3,600
M73	Belt of the champion^{R}	Kord: Functions as *belt of giant strength +2* plus relic powers	4,500
M74	Belt of hidden pouches	Holds items in 30 pockets, which function as small *bags of holding*	5,000
M74	Belt of priestly might	+1 enhancement bonus to natural armor, +2 enhancement bonus to Strength	6,000
M204	Belt of the wide earth^{SP}	Carrying capacity doubled, 2/day *teleport* (*raiment of the four*)	8,000
M73	Belt of battle	+2 on initiative; 3 charges/day, perform extra actions	12,000
M131	Ruby cincture of immutability	1/day counter shapechanging and body-altering effects	12,000
M137	Spare hand	Holds items, animates further when powered with infusions	12,000
D248	Monk's belt	AC and unarmed damage as monk of five levels higher, extra uses of stunning attack	13,000
D248	Belt of dwarvenkind	Bonuses and penalties on some Cha checks, gain some dwarf racial bonuses	14,900

Waist (cont.)

Page	Item Name	Effect	Market Price (gp)
M93	Desperation chain	1/day cast one arcane spell of 3rd level or lower when you are helpless	15,000
M112	Incarnum focus (belt)	+1 to essentia capacity of soulmelds occupying waist chakra	15,000
D248	Belt of giant strength +4	+4 enhancement bonus to Str	16,000
M109	Gwaeron's belt	1/day weapon is flaming for 12 rounds, 1/day *wind walk*	21,000
D248	Belt of giant strength +6	+6 enhancement bonus to Str	36,000

Tools

Page	Item Name	Effect	Market Price (gp)
M152	Blessed bandage	Immediately stabilizes target	10
D237	Scroll, 0-level spell	Use a particular 0-level spell, once	12.5[1]
D237	Scroll, 1st-level spell	Use a particular 1st-level spell, once	25[1]
P251	Oil of magic weapon	Weapon gains +1 enhancement bonus	50
P215	Potion of cure light wounds	Heal 1d8+1 points of damage	50
P226	Potion of endure elements	Exist comfortably in extreme environments	50
P226	Potion of enlarge person	Double in size	50
P249	Potion of mage armor	+4 armor bonus to AC	50
P250	Potion of magic fang	Natural weapon gains +1 enhancement bonus	50
P266	Potion of protection from chaos/evil/good/law	+2 on saves and to AC, counter mind control, hedge out elementals/outsiders	50
P271	Potion of remove fear	Suppresses fear or gives +4 on saves against fear	50
P278	Potion of shield of faith +2	+2 bonus to AC	50
D264	Quaal's feather token, anchor	Render a craft immobile for up to 1 day	50
M185	Skill shard	+2 on next check with a specific skill	50
D268	Universal solvent	Dissolves *sovereign glue*, tanglefoot bags, and kuo-toa adhesive	50
P205	Oil of bless weapon	Weapon automatically confirms crits against evil foes, good-aligned	100
M156	Daylight pellet	Throw to create illumination equivalent to *daylight* spell for 10 rounds	150
D255	Elixir of love	Drinker is charmed with first person seen	150
D237	Scroll, 2nd-level spell	Use a particular 2nd-level spell, once	150[1]
D268	Unguent of timelessness	Once-living material resists passage of time	150
M160	Everfull mug	3/day fill with 12 ounces of water, ale, or wine	200
D264	Quaal's feather token, fan	Provides enough wind to propel one ship for up to 8 hours	200
M185	Skill shard, greater	+5 on next check with a specific skill	200
M188	Tanglepatch	Throw to create entangle effect for 5 rounds, once	200
D255	Dust of tracelessness	Conceals evidence of passage	250
D255	Elixir of hiding	+10 on Hide	250
D255	Elixir of sneaking	+10 on Move Silently	250
D255	Elixir of swimming	+10 on Swim	250
D256	Elixir of vision	+10 on Search	250
M162	Incense of concentration	Prepare one extra 1st-level spell for the day, once	250
M162	Jumping caltrops	Caltrops move 5 ft./round toward nearest enemy, 5 consecutive rounds per day	250
D266	Silversheen	Gives weapon properties of alchemical silver for 1 hour	250
M153	Blight stone	5d6 damage to all plants and plant creatures in 10-ft. radius	300
M159	Elixir of flaming fists	+1d6 points of fire damage with unarmed attacks for 3 minutes	300
P203	Potion of barkskin +2	+2 enhancement bonus to natural armor	300
P203	Potion of bear's endurance	+4 enhancement bonus to Con	300
P206	Potion of blur	Gain concealment	300
P207	Potion of bull's strength	+4 enhancement bonus to Str	300
P208	Potion of cat's grace	+4 enhancement bonus to Dex	300
P216	Potion of cure moderate wounds	Heal 2d8+3 points of damage	300
P216	Potion of darkvision	Gain darkvision out to 60 ft.	300
P217	Potion of delay poison	Temporarily stop poison from harming you	300
P225	Potion of eagle's splendor	+4 enhancement bonus to Cha	300
P233	Potion of fox's cunning	+4 enhancement bonus to Int	300
P245	Potion or oil of invisibility	Turn invisible	300
P272	Potion of lesser restoration	Magical ability penalty is dispelled or 1d4 ability damage is repaired	300
P248	Potion or oil of levitate	Move up or down at will	300
P259	Potion of owl's wisdom	+4 enhancement bonus to Wis	300
P271	Potion of remove paralysis	Frees subject from paralysis or *slow* effect	300
P272	Potion of resist energy 10	Ignore 10 points of damage per attack from specified energy type	300
P278	Potion of shield of faith +3	+3 bonus to AC	300
P283	Potion of spider climb	Can walk on walls or ceilings	300
D264	Quaal's feather token, bird	Delivers a small written message, as a carrier pigeon	300
M186	Stench stone	Target nauseated, creatures within 10 ft. sickened, once	300
M160	Everlasting rations	1/day creates trail rations for one Medium creature	350
D237	Scroll, 3rd-level spell	Use a particular 3rd-level spell, once	375[1]
D245	Wand, 0-level spell	Use a particular 0-level spell 50 times	375

TOOLS (cont.)

Page	Item Name	Effect	Market Price (gp)
M158	Electric eel elixir	+1 to natural armor for 12 hours; melee touch attack w/electricity damage, once	400
M159	Essentia jewel	+1 point of essentia to your essentia pool for 1 round, once	400
M163	Life ring	*Feather fall* for up to four creatures, once	400
D264	Quaal's feather token, tree	Produces a great oak tree	400
M161	Glitter stone	Renders hidden creatures visible within 10-ft. radius, once	450
D264	Quaal's feather token, swan boat	Produces a swan boat with speed 60 ft. on water for up to 1 day	450
M159	Eternal wand, 0-level spell	2/day use particular 0-level spell	460
M158	Dust of dispersion	Create cloud that gives 50% miss chance to ranged attacks passing through	500
M158	Elixir of adamantine blood	+10 temporary hp, +20 temporary hp if wearing adamantine armor	500
D256	Elixir of truth	Drinker must say nothing but the truth for 10 minutes	500
M163	Magic bedroll	Recover 1 extra hp per character level, gain *endure elements* when sleeping	500
D264	Quaal's feather token, whip	Produces a *+1 dancing whip* for up to 1 hour	500
M188	Talisman of the disk	3 hours/day create *Tenser's floating disk*	500
M190	Troll gut rope	Grows to 350 ft., up to 12 consecutive hours	500
P203	Potion of barkskin +3	+3 enhancement bonus to natural armor	600
P278	Potion of shield of faith +4	+4 bonus to AC	600
P272	Potion of resist energy 20	Ignore 20 points of damage per attack from specified energy type	700
D237	Scroll, 4th-level spell	Use a particular 4th-level spell, once	700[1]
M186	Soulvoid orb	Throw to affect creatures as *divest essentia*, once	700
P251	Oil of greater magic weapon +1	+1 enhancement bonus to weapon, or up to 50 projectiles	750
P246	Oil of keen edge	Normal weapon's threat range is doubled	750
P251	Oil of magic vestment +1	+1 enhancement bonus to armor or shield	750
P216	Potion of cure serious wounds	Heal 3d8+5 hit points of damage	750
P223	Potion of displacement	Gain total concealment	750
P232	Potion of fly	Fly speed of 60 ft.	750
P234	Potion of gaseous form	Become insubstantial and fly slowly	750
P250	Potion of greater magic fang +1	+1 enhancement bonus to one or all natural weapons	750
P239	Potion of haste	Move faster, +1 on attack rolls, AC, and Reflex saves	750
P240	Potion of heroism	+2 on attack rolls, saves, skill checks	750
P249	Potion of magic circle against chaos/evil/good/law	+2 on saves and to AC, counter mind control, hedge out elementals/outsiders	750
P257	Potion of neutralize poison	Immunity to poison, venom in or on you neutralized	750
P266	Potion of protection from energy	Absorb 36 points of damage from one kind of energy	750
P270	Potion of remove blindness/deafness	Cure normal or magical blindness or deafness	750
P270	Potion of remove curse	Frees you from curse	750
P271	Potion of remove disease	Cures you of all diseases	750
P300	Potion of water breathing	Breathe underwater	750
M169	Powder of the black veil	Creates cloud with blinding effect, once	750
M184	Scrying beacon	Choose to center next *clairaudience/clairvoyance* spell on the beacon	750
D245	Wand, 1st-level spell	Use a particular 1st-level spell 50 times	750
M151	Bag of endless caltrops	5/day create caltrops to cover a 5-ft. square	800
M160	Everlasting feedbag	1/day create feed for one horse	800
M169	Porcupine elixir	+1 to natural armor, deal 1d6 piercing damage with grapple attacks, 12 hours	800
M176	Rope of stone	Rope becomes as hard as stone on command	800
M159	Eternal wand, 1st-level spell	2/day use particular 1st-level spell	820
D255	Dust of dryness	Destroys 100 gallons of water, destroys water elementals	850
D248	Bag of tricks, gray	10/week creates one random animal that serves for 10 minutes	900
M152	Blast disk	Effective as proximity or timed mine that deals fire damage	900
M167	Pearl of brain lock	Throw to daze creature for 3 rounds, once	900
P203	Potion of barkskin +4	+4 enhancement bonus to natural armor	900
M154	Cognizance crystal, 1 point	Stores 1 power point	1,000
M161	Glyph seal	Convert a spell of up to 2nd level into a *glyph of warding* effect, once	1,000
D263	Pearl of power, 1st-level spell	1/day regain one 1st-level spell already cast	1,000
M173	Replenishing skin	Slowly refills with water when empty	1,000
D266	Salve of slipperiness	+20 on Escape Artist for 8 hours	1,000
P237	Potion of good hope	+2 on attack rolls, damage rolls, saves, and checks	1,050
M158	Drums of marching	You and allies gain +4 on Con checks to avoid nonlethal damage from forced march	1,100
D255	Elixir of fire breath	Gain ability to breathe fire three times	1,100
P272	Potion of resist energy 30	Ignore 30 points of damage per attack from specified energy type	1,100
D237	Scroll, 5th-level spell	Use a particular 5th-level spell, once	1,125[1]
D264	Pipes of the sewers	Attract 1d3 rat swarms	1,150
M157	Dragon's draught, brass	Dragons/dragonblood gain breath weapon: 60-ft. line, 6d6 fire damage	1,200
M157	Dragon's draught, white	Dragons/dragonblood gain breath weapon: 30-ft. cone, 6d6 cold damage	1,200
D254	Dust of illusion	Affect creature as *disguise self* for 2 hours	1,200

Tools (cont.)

Page	Item Name	Effect	Market Price (gp)
P251	Oil of greater magic weapon +2	+2 enhancement bonus to weapon or up to 50 projectiles	1,200
P251	Oil of magic vestment +2	+2 enhancement bonus to armor or shield	1,200
P203	Potion of barkskin +5	+5 enhancement bonus to natural armor	1,200
P250	Potion of greater magic fang +2	+2 enhancement bonus to one or all natural weapons	1,200
M151	Beetle elixir	Darkvision out to 60 ft. and +2 to natural armor, 12 hours	1,350
M161	Fochlucan bandore	+2 on Perform (string instruments); use spell-like abilities if 2 ranks in Perform	1,350
M183	Salve of minor spell resistance	Spell resistance 17 for 5 minutes	1,350
M184	Scrying shard	May use as a focus for scrying	1,350
M150	Arcane thieves' tools	Sacrifice arcane spell for +5 on next Disable Device or Open Lock check	1,400
M150	Bag of boulders	3 charges/day, create thrown rocks that deal bludgeoning damage	1,400
M158	Ehlonna's seed pouch^{R}	Ehlonna: Produces three *goodberries* per day plus relic powers	1,400
M174	Rod of frost	3/day creates a 30-foot line of frost for a variety of effects	1,400
M175	Rod of sliding	3/day push or pull one targeted creature 5 ft.	1,400
M184	Sending stones (pair)	1/day send a message as *sending* to bearer of other stone	1,400
M186	Spool of endless rope	Create up to 500 ft. of silk rope	1,400
M150	Aroma of dreams	Put nearby creatures to sleep	1,500
M153	Camouflage paint	5 applications, +5 on Hide when stationary for 2 hours	1,500
M160	Exploding spike	Effective land mine deals fire damage, invisible 1 round after planted	1,500
M161	Hammersphere	1/day conjure giant spiritual hammer that deals 3d6 points of damage	1,500
M164	Memento magica, 1st-level spell	1/day regain a previously used 1st-level spell slot	1,500
M190	Tome of worldly memory	3/day +5 on single Knowledge check	1,500
M173	Rhino elixir	+3 to natural armor and +1 on melee damage rolls, 12 hours	1,600
D263	Necklace of fireballs type I	Hurl up to three *fireballs* of various strengths	1,650
D237	Scroll, 6th-level spell	Use a particular 6th-level spell, once	1,650[1]
D255	Dust of appearance	Reveals objects as they are, negates invisibility	1,800
P251	Oil of greater magic weapon +3	+3 enhancement bonus to weapon or up to 50 projectiles	1,800
P251	Oil of magic vestment +3	+3 enhancement bonus to armor or shield	1,800
D264	Pipes of sounding	*Ghost sound* at will	1,800
P250	Potion of greater magic fang +3	+3 enhancement bonus to one or all natural weapons	1,800
D265	Quiver of Ehlonna	Stores up to eighty-four objects of various sizes	1,800
M186	Sphere of awakening	1/day allies within 60 ft. awakened from sleep, immune to tiring effects	1,800
M160	Field provisions box	1/day produces full day's sustenance for up to fifteen humans or five horses	2,000
D259	Heward's handy haversack	Holds up to 120 lb., but weighs only 5 lb.; all objects stored are easily accessible	2,000
D259	Horn of fog	Creates 10 square ft. of fog similar to *obscuring mist*	2,000
M167	Orb of environmental adaptation	Exist comfortably in conditions between –50°F and 140°F for 7 consecutive days	2,000
M168	Pearl of breath crisis	For 5 rounds, target must spend standard action or suffocate, once	2,000
M174	Rod of grievous wounds	5/day 1d8+5 damage to each injured adjacent creature	2,000
M176	Rod of viscid globs	3/day fire globs with tanglefoot bag effect	2,000
M185	Slashing sand	Creates equivalent of *spike stones* spell, once	2,000
M163	Mac-Fuirmidh cithern	+2 on Perform (string instruments); use spell-like abilities if 4 ranks in Perform	2,100
D255	Elemental gem	Summon Large elemental as *summon nature's ally*	2,250
M162	Healing salve	Heals various amounts of damage, 10 applications	2,250
P251	Wand of magic missile	Use *magic missile* (CL 3rd) 50 times	2,250
D237	Scroll, 7th-level spell	Use a particular 7th-level spell, once	2,275[1]
M174	Rod of fumbling	2/day creature within 30 ft. drops all items it holds	2,300
M157	Dragon's draught, black	Dragons/dragonblood gain breath weapon: 80-ft. line, 12d4 acid damage	2,400
M157	Dragon's draught, copper	Dragons/dragonblood gain breath weapon: 80-ft. line, 12d4 acid damage	2,400
P251	Oil of greater magic weapon +4	+4 enhancement bonus to weapon or up to 50 projectiles	2,400
P251	Oil of magic vestment +4	+4 enhancement bonus to armor or shield	2,400
P250	Potion of greater magic fang +4	+4 enhancement bonus to one or all natural weapons	2,400
D266	Sovereign glue	Binds any two substances together permanently	2,400
D248	Bag of holding type I	Holds up to 250 lb. or 30 cu. ft., but weighs only 15 lb.	2,500
D251	Candle of truth	Creates *zone of truth* spell in 5-ft. radius for 1 hour	2,500
M153	Censer of the last breath^{R}	Nerull: *Obscuring mist* effect plus relic powers	2,500
M155	Crystal anchor of alertness	Area is lit, +5 on Listen and Spot for you and allies within 30 ft.	2,500
M162	Icy strand of the north	Hurl up to six cold missiles of various strengths	2,500
M165	Metamagic rod, Substitution, lesser	3/day cast a spell of up to 3rd level as though affected by Energy Substitution	2,700
D263	Necklace of fireballs type II	Hurl up to five *fireballs* of various strengths	2,700
D267	Stone of alarm	Sets an alarm on any object, screeches for 1 hour if alarm is tripped	2,700
M149	Aberrant sphere	3 charges/day, summons aberrations but you take a penalty on Will saves	2,800
M162	Infinite scrollcase	Holds up to 50 scrolls, +4 on Concentration checks to cast defensively	2,800
D248	Bag of tricks, rust	10/week creates one random animal that serves for 10 minutes	3,000

Tools (cont.)

Page	Item Name	Effect	Market Price (gp)
D248	Bead of force	Explodes when thrown, then acts as *Otiluke's resilient sphere*	3,000
D252	Chime of opening	10 charges, looses or opens locks, doors, lids, and so on	3,000
D260	Horseshoes of speed	+30-ft. enhancement bonus to animal's speed	3,000
D236	Metamagic rod, Enlarge, lesser	3/day cast a spell of up to 3rd level as though affected by Enlarge Spell	3,000
D236	Metamagic rod, Extend, lesser	3/day cast a spell of up to 3rd level as though affected by Extend Spell	3,000
M165	Metamagic rod, Sculpting, lesser	3/day cast a spell of up to 3rd level as though affected by Sculpt Spell	3,000
D236	Metamagic rod, Silent, lesser	3/day cast a spell of up to 3rd level as though affected by Silent Spell	3,000
P251	Oil of greater magic weapon +5	+5 enhancement bonus to weapon or up to 50 projectiles	3,000
P251	Oil of magic vestment +5	+5 enhancement bonus to armor or shield	3,000
P250	Potion of greater magic fang +5	+5 enhancement bonus to one or all natural weapons	3,000
D266	Rope of climbing	Can be commanded to uncoil in any direction, can fasten or knot itself	3,000
D237	Scroll, 8th-level spell	Use a particular 8th-level spell, once	3,000[1]
M188	Talisman of undead mastery	3 charges/day, gain bonus to turning level	3,000
M154	Chime of harmonic agony	Expend bardic music use to deal 3d6+Cha modifier of sonic damage	3,100
M167	Orb of mental renewal	3 charges/day, heal Int, Wis, or Cha damage	3,100
M168	Pipes of frenzied revelry[R]	Olidammara: +5 on Perform (wind instruments) plus relic powers	3,100
M173	Rod of bodily restoration	3 charges/day, heal Str, Dex, and Con damage	3,100
M187	Summoner's totem	Can instantaneously cast one spell on single animal you summon	3,100
M156	Domain draught	Gain access to specific cleric domain for 24 hours	3,300
M187	Survival pouch	5/day create various useful survival items	3,300
M151	Bag of flames	3 charges/day, create various fire-based effects	3,500
M157	Dragon's draught, bronze	Dragons/dragonblood gain breath weapon: 100-ft. line, 12d6 electricity damage	3,500
M157	Dragon's draught, green	Dragons/dragonblood gain breath weapon: 50-ft. cone, 12d6 acid damage	3,500
D255	Dust of disappearance	*Greater invisibility* for 2d6 rounds	3,500
M172	Radiant sphere	Sheds bright light; 3 charges/day, deals damage to undead	3,500
M173	Rod of escape	2/day each, *jump, knock*; 1/day create water-repelling spherical ward	3,500
M185	Shard of the sun[R]	Pelor: Continuous heightened *daylight* plus relic powers	3,500
M185	Sleeping spike	Effective land mine with sleep effect, invisible 1 round after planted	3,500
M159	Enveloping pit[R]	Kurtulmak: Acts as *portable hole*, but 50 ft. deep plus relic powers	3,600
M165	Mirror of suggestion	2/day make gaze attack with *suggestion* effect on one creature	3,600
P251	Wand of magic missile	Use *magic missile* (CL 5th) 50 times	3,750
D256	Figurine of wondrous power, silver raven	Becomes a raven as affected by *animal messenger*, 24 total hours/week	3,800
D237	Scroll, 9th-level spell	Use a particular 9th-level spell, once	3,825[1]
M154	Cognizance crystal, 3 points	Stores up to 3 power points	4,000
M161	Glyph seal, greater	Convert a spell of up to 5th level into a *greater glyph of warding* effect, once	4,000
D260	Ioun stone, clear spindle	Sustains you without food or water	4,000
D261	Keoghtom's ointment	Acts as *neutralize poison*, *remove disease*, or *cure light wounds*	4,000
D263	Nolzur's marvelous pigments	Create mundane objects by painting their images	4,000
D263	Pearl of power, 2nd-level spell	1/day regain one 2nd-level spell already cast	4,000
M175	Rod of silence	+4 on saves against sonic effects;1/day *silence* (centered on you), *shout*	4,000
M175	Rod of sure striking	3/day allies adjacent to you gain +5 bonus on next attack roll	4,000
D267	Stone salve	Acts as *stone to flesh* or *stoneskin*	4,000
M190	Wilding clasp	Item can be used normally in wild shape	4,000
M156	Doss lute	+2 on Perform (string instruments); use spell-like abilities if 6 ranks in Perform	4,100
D263	Necklace of fireballs type III	Hurl up to seven *fireballs* of various strengths	4,350
M187	Strand of lightning	Hurl up to seven electricity coils of various strengths	4,350
M183	Sacred scabbard	3/day *bless weapon* for 10 rounds	4,400
M188	Thorn pouch	5 charges/day, create various plant-based effects	4,400
M159	Eternal wand, 2nd-level spell	2/day use particular 2nd-level spell	4,420
M150	Aroma of curdled death	Kill nearby creatures with low Hit Dice	4,500
M157	Dragon's draught, blue	Dragons/dragonblood gain breath weapon: 100-ft. line, 12d8 electricity damage	4,500
M157	Dragon's draught, silver	Dragons/dragonblood gain breath weapon: 50-ft. cone, 12d8 cold damage	4,500
D245	Wand, 2nd-level spell	Use a particular 2nd-level spell 50 times	4,500
M168	Personal oasis	1/day create small tent and one day's sustenance	4,600
D260	Incense of meditation	Prepare all spells as if affected by Maximize Spell feat, at their normal level	4,900
D248	Bag of holding type II	Holds up to 500 lb. or 70 cu. ft., but weighs only 25 lb.	5,000
M156	Diamondskin decanter	3/day gain DR 2/adamantine, DR 3/adamantine, or DR 4/adamantine	5,000
M208	Horn of resilience[SP]	2/day gain various protection effects to you or allies (*regalia of the hero*)	5,000
D235	Immovable rod	Stays in place, even in midair	5,000
D260	Ioun stone, dusty rose prism	+1 insight bonus to AC	5,000
M166	Noble pennon	3 charges/day, various knight- and paladin-themed bonuses and effects	5,000
M167	Orb of blinding	3/day create blinding effect for 1 round	5,000
M169	Portable foxhole	Creates shallow, extradimensional pit	5,000
M164	Map of unseen lands[R]	Yondalla: +5 on Knowledge (geography) and Survival plus relic powers	5,200

Tools (cont.)

Page	Item Name	Effect	Market Price (gp)
P251	Wand of magic missile	Use *magic missile* (CL 7th) 50 times	5,250
D256	Eversmoking bottle	Covers up to 100-ft. radius in smoke	5,400
D262	Murlynd's spoon	Creates enough gruel to sustain up to four humans	5,400
D263	Necklace of fireballs type IV	Hurl up to nine *fireballs* of various strengths	5,400
M157	Dragon's draught, gold	Dragons/dragonblood gain breath weapon: 50-ft. cone, 12d10 fire damage	5,500
M157	Dragon's draught, red	Dragons/dragonblood gain breath weapon: 50-ft. cone, 12d10 fire damage	5,500
M176	Rope of climbing, superior	As *rope of climbing*, and +5 on Climb to ascend this rope	5,500
M189	Tome of ancient lore^{R}	Boccob: +5 on Knowledge (arcana) and Spellcraft plus relic powers	5,500
D268	Wind fan	1/day (or more) *gust of wind*	5,500
D263	Necklace of fireballs type V	Hurl up to seven *fireballs* of various strengths	5,850
M155	Conduit rod	3/day you and adjacent creatures gain +20 to energy resistance of choice for 1 round	6,000
M155	Cornucopia of the needful^{R}	Yondalla: Create fruit with healing and protective effects plus relic powers	6,000
M161	Globe of sunlight	Throw to create effect as a *sunburst* spell, but with 40-ft. radius, once	6,000
D260	Horseshoes of a zephyr	Animal travels without touching the ground	6,000
M164	Memento magica, 2nd-level spell	1/day regain a previously used 2nd-level spell slot	6,000
D264	Pipes of haunting	2/day creatures with 5 or fewer HD become frightened	6,000
M169	Psychoactive skin of the celestial	Gain various celestial benefits, 7 rounds/day	6,000
M170	Psychoactive skin of ectoplasmic armor	+8 armor bonus to AC, max Dex +2, –6 armor check, 25% arcane spell failure	6,000
M170	Psychoactive skin of the fiend	Gain various fiendish bonuses, 7 rounds/day	6,000
M175	Rod of transposition	3/day exchange positions with another creature within 30 ft.	6,000
M184	Shackles of silence	*Silence* shackled creature, escape triggers alarm	6,000
D248	Bag of tricks, tan	10/week creates one random animal that serves for 10 minutes	6,300
D259	Horn of goodness/evil	1/day *magic circle against evil* or *good* (depends on your alignment) for 1 hour	6,500
D266	Shrouds of disintegration	Turn corpse to dust	6,600
P251	Wand of magic missile	Use *magic missile* (CL 9th) 50 times	6,750
M190	Tomebound eye of Boccob	3 charges/day, gain bonus on caster level checks to overcome spell resistance	7,000
D249	Folding boat	Becomes a boat or ship on command	7,200
D250	Bottle of air	Continually retains and replenishes fresh air	7,250
D248	Bag of holding type III	Holds up to 1,000 lb. or 150 cu. ft., but weighs only 35 lb.	7,400
D258	Harp of charming	*Suggestion* once per 10 minutes with successful DC 14 Perform check	7,500
M189	Tome of the stilled tongue^{R}	Vecna: Information on becoming a lich, 500 blank spell pages plus relic powers	7,500
M152	Blast globes	1/day use as ranged explosives, dealing fire and sonic damage with other effects	8,000
D258	Golem manual, flesh	Contains information and spells necessary to create a flesh golem	8,000
D260	Ioun stone, deep red sphere	+2 enhancement bonus to Dex	8,000
D260	Ioun stone, incandescent blue sphere	+2 enhancement bonus to Wis	8,000
D260	Ioun stone, pale blue rhomboid	+2 enhancement bonus to Str	8,000
D260	Ioun stone, pink and green sphere	+2 enhancement bonus to Cha	8,000
D260	Ioun stone, pink rhomboid	+2 enhancement bonus to Con	8,000
D260	Ioun stone, scarlet and blue sphere	+2 enhancement bonus to Int	8,000
M177	Runestaff of charming	Create various charm effects by expending arcane spells or spell slots	8,000
M183	Scrolls of uncertain provenance^{R}	Wee Jas: +5 on Knowledge plus relic powers	8,000
M188	Talisman of undying fortitude	2/day take on some undead qualities for 3 rounds	8,000
M153	Canaith mandolin	+2 on Perform (string instruments); use spell-like abilities if 8 ranks in Perform	8,100
D254	Deck of illusions	Creates a *major image* of a random creature	8,100
D263	Necklace of fireballs type VI	Hurl up to nine *fireballs* of various strengths	8,100
D251	Candle of invocation	Various morale and spellcasting effects for characters of a given alignment	8,400
M180	Runestaff of fire	Create various fire effects by expending arcane spells or spell slots	8,400
D263	Necklace of fireballs type VII	Hurl up to nine *fireballs* of various strengths	8,700
M151	Battle bridle	Rider gets +5 on Ride and benefit of Mounted Combat feat, mount only	9,000
M154	Cognizance crystal, 5 points	Stores up to 5 power points	9,000
M155	Daern's instant tent	Grows into tent large enough to accommodate eight Medium creatures	9,000
D254	Decanter of endless water	Creates various amounts of water, on command	9,000
D236	Metamagic rod, Empower, lesser	3/day cast a spell of up to 3rd level as though affected by Empower Spell	9,000
M165	Metamagic rod, Reach, lesser	3/day cast a spell of up to 3rd level as though affected by Reach Spell	9,000
M165	Mirror of time hop	2/day make gaze attack to push one creature 5 rounds forward in time	9,000
D263	Pearl of power, 3rd-level spell	1/day regain one 3rd-level spell already cast	9,000
M183	Scepter of the netherworld	Turn or rebuke undead as if 3 levels higher	9,000
M187	Stunning spike	Effective land mine stuns creatures within 20 ft., invisible 1 round after planted	9,000
D256	Figurine of wondrous power, serpentine owl	1/day becomes a normal-sized horned owl or giant owl for 8 hours	9,100
D267	Strand of prayer beads, lesser	Creates various divine spell effects	9,600
D248	Bag of holding type IV	Holds up to 1,500 lb. or 250 cu. ft., but weighs only 60 lb.	10,000

TOOLS (cont.)

Page	Item Name	Effect	Market Price (gp)
D256	Figurine of wondrous power, bronze griffon	2/week becomes a griffon for 6 hours	10,000
D256	Figurine of wondrous power, ebony fly	3/week becomes a rideable, pony-sized fly for 12 hours	10,000
D260	Ioun stone, dark blue rhomboid	Alertness as the feat	10,000
M171	Psychoactive skin of power damping	3/day numeric spell and power effects targeting you are minimized for 1 round	10,000
M174	Rod of reversal^{R}	Boccob: Reflect the next 3 spell levels targeted on you plus relic powers	10,000
M175	Rod of undead mastery	Control twice as many HD of undead as normal	10,000
M177	Runestaff of the assassin	Create various stealth-themed effects by expending arcane spells or spell slots	10,000
M185	Soul anchor	5/day creatures adjacent to you are held in place for 1 round	10,000
D267	Stone horse, courser	Becomes tireless heavy horse, on command	10,000
M165	Metamagic rod, Substitution	3/day cast a spell of up to 6th level as though affected by Energy Substitution	10,500
D236	Rod of metal and mineral detection	Find metal or minerals within 30 feet	10,500
M187	Strand of acid pearls	Hurl up to seven acidic missiles of various strengths	10,700
M159	Eternal wand, 3rd-level spell	2/day use particular 3rd-level spell	10,900
D236	Metamagic rod, Enlarge	3/day cast a spell of up to 6th level as though affected by Enlarge Spell	11,000
D236	Metamagic rod, Extend	3/day cast a spell of up to 6th level as though affected by Extend Spell	11,000
M165	Metamagic rod, Sculpting	3/day cast a spell of up to 6th level as though affected by Sculpt Spell	11,000
D236	Metamagic rod, Silent	3/day cast a spell of up to 6th level as though affected by Silent Spell	11,000
D234	Rod of cancellation	Drains one item of all magical properties	11,000
M178	Runestaff of eyes	Create various vision effects by expending arcane spells or spell slots	11,000
D245	Wand, 3rd-level spell	Use a particular 3rd-level spell 50 times	11,250
M160	Flesheater	2/day summon apparitions that deal 3d6 damage to living creature for 4 rounds	12,000
D258	Golem manual, clay	Contains information and spells necessary to create a clay golem	12,000
M162	Horn of plenty	1/day *heroes' feast* for twelve participants	12,000
D264	Pipes of pain	Creatures are fascinated, then damaged and shaken after playing stops	12,000
M170	Psychoactive skin of the claw	Gain two primary natural claw attacks, psychic warriors only	12,000
D237	Rod of wonder	Create random effects	12,000
M178	Runestaff of entrapment	Create various imprisonment effects by expending arcane spells or spell slots	12,000
M181	Runestaff of size alteration	Create various size altering effects by expending arcane spells or spell slots	12,000
M156	Dove's harp	Bardic music grants allies within 60 ft. fast healing 3 for 1 minute	12,100
D249	Boccob's blessed book	Scribe spells without paying material cost	12,500
D257	Gem of brightness	50 charges, produces various degrees of illumination, some blinding	13,000
D261	Lyre of building	1/day negates attacks on buildings; 1/week magically construct edifices	13,000
M164	Memento magica, 3rd-level spell	1/day regain a previously used 3rd-level spell slot	13,500
P275	Wand of searing light	Use *searing light* (CL 6th) 50 times	13,500
M162	Harrow rod	3/day 30-ft. cone of acid that deals 9d6 acid damage	14,000
M165	Metamagic rod, Chaining, lesser	3/day cast a spell of up to 3rd level as though affected by Chain Spell	14,000
D236	Metamagic rod, Maximize, lesser	3/day cast a spell of up to 3rd level as though affected by Maximize Spell	14,000
M181	Runestaff of night	Create various darkness effects by expending arcane spells or spell slots	14,000
D267	Stone horse, destrier	Becomes tireless heavy warhorse, on command	14,800
M151	Banner of the storm's eye	Suppresses fear effects, prevents *confused* and stunned conditions within 20 ft.	15,000
M171	Psychoactive skin of nimbleness	+10 on Tumble	15,000
M170	Psychoactive skin of the chameleon	+10 on Hide	15,000
M172	Quiver of energy	Arrows and bolts stored within deal +1d6 energy damage	15,000
D235	Rod of flame extinguishing	Extinguish magical and nonmagical fires	15,000
M181	Runestaff of opening	Create various opening effects by expending arcane spells or spell slots	15,000
M186	Spider rod	3/day each, entangling silk strands and poison touch attacks	15,000
D260	Horn of the tritons	Creates various sea- and water-based effects	15,100
D263	Pearl of the sirines	Breathe and act underwater without hindrance, 60-ft. swim speed	15,300
D256	Figurine of wondrous power, onyx dog	1/week becomes an intelligent, perceptive riding dog for up to 6 hours	15,500
M154	Cognizance crystal, 7 points	Stores up to 7 power points	16,000
D263	Pearl of power, 4th-level spell	1/day regain one 4th-level spell already cast	16,000
M182	Runestaff of the undying	Create various undead-creation effects by expending arcane spells or spell slots	16,000
M182	Runestaff of vision	Create various sight effects by expending arcane spells or spell slots	16,000
D266	Scabbard of keen edges	3/day *keen edge,* can accommodate any knife, dagger, or sword	16,000
D256	Figurine of wondrous power, golden lions	1/day figurines become two normal lions for up to 1 hour	16,500
D244	Staff of charming	Create various charm effects	16,500
D252	Chime of interruption	Once/10 minutes, spells with verbal components require Concentration checks	16,800
D250	Broom of flying	Fly as *overland flight* spell for up to 9 hours/day, comes when called	17,000
D256	Figurine of wondrous power, marble elephant	4/month becomes elephant for up to 24 hours	17,000

Tools (cont.)

Page	Item Name	Effect	Market Price (gp)
M157	Dragondoom scepter	Various spellcasting benefits against creatures of the dragon type	18,000
D260	Ioun stone, iridescent spindle	Sustains you without air	18,000
M180	Runestaff of forced happiness	Create various forced celebration effects by expending arcane spells or spell slots	18,000
M154	Cli lyre	+2 on Perform (string instruments); use spell-like abilities if 10 ranks in Perform	18,100
M180	Runestaff of illusion	Create various illusion effects by expending arcane spells or spell slots	19,000
M182	Runestaff of transportation	Create various transportation effects by expending arcane spells or spell slots	19,000
D252	Carpet of flying, 5 ft. by 5 ft.	Flies as if affected by *overland flight*; fly speed 40 ft., capacity 200 lb.	20,000
D259	Horn of blasting	1/day (or more) deals sonic damage and deafens creatures	20,000
D260	Ioun stone, pale lavender ellipsoid	Absorbs spells of 4th level or lower, 20 total spell levels maximum	20,000
D260	Ioun stone, pearly white spindle	Regenerate 1 point of damage per hour	20,000
M163	Lens of the desert	3/day *sunbeam*	20,000
D264	Portable hole	Extradimensional storage space with 6 ft. diameter and 10 ft. deep	20,000
M180	Runestaff of frost	Create various cold effects by expending arcane spells or spell slots	20,000
D267	Stone of good luck	+1 on saving throws, ability checks, and skill checks	20,000
D256	Figurine of wondrous power, ivory goats	Figurines become three goats, each with different traits	21,000
D266	Rope of entanglement	Entangles a creature on command	21,000
M177	Runestaff of divination	Create various divination effects by expending arcane spells or spell slots	21,000
D245	Wand, 4th-level spell	Use a particular 4th-level spell 50 times	21,000
D258	Golem manual, stone	Contains information and spells necessary to create a stone golem	22,000
P223	Wand of dispel magic	Use *dispel magic* (CL 10th) 50 times	22,500
P231	Wand of fireball	Use *fireball* (CL 10th) 50 times	22,500
P248	Wand of lightning bolt	Use *lightning bolt* (CL 10th) 50 times	22,500
P275	Wand of searing light	Use *searing light* (CL 10th) 50 times	22,500
M176	Runestaff of the artisan	Create various fabrication effects by expending arcane spells or spell slots	23,000
D235	Rod of enemy detection	3/day identify all hostile creatures within 60 ft.	23,500
M164	Memento magica, 4th-level spell	1/day regain a previously used 4th-level spell slot	24,000
M170	Psychoactive skin of celestial embrace	Gain powerful, celestial benefits 15 rounds/day	24,000
M170	Psychoactive skin of fiendish embrace	Gain powerful fiendish bonuses, 15 rounds/day	24,000
M178	Runestaff of earth and stone	Create various earth and transportation effects by expending arcane spells or spell slots	24,000
M165	Metamagic rod, Substitution, greater	3/day cast a spell of up to 9th level as though affected by Energy Substitution	24,300
D236	Metamagic rod, Enlarge, greater	3/day cast a spell of up to 9th level as though affected by Enlarge Spell	24,500
D236	Metamagic rod, Extend, greater	3/day cast a spell of up to 9th level as though affected by Extend Spell	24,500
M165	Metamagic rod, Sculpting, greater	3/day cast a spell of up to 9th level as though affected by Sculpt Spell	24,500
D236	Metamagic rod, Silent, greater	3/day cast a spell of up to 9th level as though affected by Silent Spell	24,500
D245	Staff of swarming insects	Create various insect swarm effects	24,750
M154	Cognizance crystal, 9 points	Stores up to 9 power points	25,000
M164	Magic siphon	1/day creatures adjacent to you affected by targeted *greater dispel magic*	25,000
D263	Pearl of power, 5th-level spell	1/day regain one 5th-level spell already cast	25,000
D236	Rod of splendor	+4 enhancement bonus to Cha, creates fine clothes and palatial pavilion	25,000
M177	Runestaff of conjuration	Create various conjuration effects by expending arcane spells or spell slots	25,000
M178	Runestaff of evocation	Create various evocation effects by expending arcane spells or spell slots	25,000
M182	Runestaff of transmutation	Create various transmutation effects by expending arcane spells or spell slots	25,000
D261	Iron bands of Bilarro	1/day bind Large or smaller creature	26,000
M177	Runestaff of cacophony	Create various sonic effects by expending arcane spells or spell slots	26,000
D253	Cube of frost resistance	Create 10-ft. cube-shaped area that negates cold-based attacks	27,000
M177	Runestaff of destruction	Create various destructive effects by expending arcane spells or spell slots	27,000
D261	Manual of bodily health +1	+1 inherent bonus to Con	27,500
D262	Manual of gainful exercise +1	+1 inherent bonus to Str	27,500
D262	Manual of quickness in action +1	+1 inherent bonus to Dex	27,500
D268	Tome of clear thought +1	+1 inherent bonus to Int	27,500
D268	Tome of leadership and influence +1	+1 inherent bonus to Cha	27,500
D268	Tome of understanding +1	+1 inherent bonus to Wis	27,500
D244	Staff of healing	Create various healing effects	27,750
D255	Dimensional shackles	Affects bound creatures as *dimensional anchor* spell	28,000
D256	Figurine of wondrous power, obsidian steed	1/week becomes a heavy warhorse for 24 hours	28,500
D244	Staff of fire	Create various fire effects	28,500
D245	Staff of size alteration	Create various size alteration effects	29,000

TOOLS (cont.)

Page	Item Name	Effect	Market Price (gp)
D255	Drums of panic	1/day affect creatures as *fear* spell	30,000
D260	Ioun stone, orange prism	+1 to caster level	30,000
D260	Ioun stone, pale green prism	+1 on attack rolls, saves, skill checks, and ability checks	30,000
D261	Lantern of revealing	Reveals creatures and objects as *invisibility purge*	30,000
M176	Runestaff of the architect	Create various construction effects by expending arcane spells or spell slots	30,000
M178	Runestaff of ethereal action	*+1/masterwork quarterstaff,* create various ethereal effects by expending arcane spells or spell slots	31,300
M170	Psychoactive skin of the defender	+4 to natural armor	32,000
M176	Runestaff of abjuration	Create various abjuration effects by expending arcane spells or spell slots	32,000
M178	Runestaff of enchantment	Create various enchantment effects by expending arcane spells or spell slots	32,000
M180	Runestaff of necromancy	Create various necromancy effects by expending arcane spells or spell slots	32,000
M150	Anstruth harp	+2 on Perform (string instruments), use spell-like abilities if 12 ranks in Perform	32,100
D236	Metamagic rod, Empower	3/day cast a spell of up to 6th level as though affected by Empower Spell	32,500
M165	Metamagic rod, Reach	3/day cast a spell of up to 6th level as though affected by Reach Spell	32,500
P285	Wand of stoneskin	Use *stoneskin* 50 times	33,500
M180	Runestaff of illumination	Create various light effects by expending arcane spells or spell slots	34,500
D252	Carpet of flying, 5 ft. by 10 ft.	Flies as if affected by *overland flight*; fly speed 40 ft., capacity 400 lb.	35,000
D258	Golem manual, iron	Contains information and spells necessary to create an iron golem	35,000
D236	Metamagic rod, Quicken, lesser	3/day cast a spell of up to 3rd level as though affected by Quicken Spell	35,000
M182	Runestaff of time	Create various time effects by expending arcane spells or spell slots	35,000
M154	Cognizance crystal, 11 points	Stores up to 11 power points	36,000
D260	Ioun stone, vibrant purple prism	Stores three levels of spells, as a *ring of spell storing*	36,000
D263	Pearl of power, 6th-level spell	1/day regain one 6th-level spell already cast	36,000
M190	Truelight lantern	*Continual flame,* can form cone of light 1/day *true seeing* effect for 10 minutes	36,000
D236	Rod of negation	3/day negate spell-like functions of a magic item	37,000
M182	Runestaff of the undead slayer	Create various undead-slaying effects by expending arcane spells or spell slots	37,000
M164	Memento magica, 5th-level spell	1/day regain a previously used 5th-level spell slot	37,500
M181	Runestaff of power	*+2/masterwork quarterstaff,* create various powerful effects by expending arcane spells or spell slots, smite	38,300
D260	Ioun stone, lavender and green ellipsoid	Absorbs spells of 8th level or lower, 50 times	40,000
M171	Psychoactive skin of iron	1/day *iron body*, 15 minutes/day	40,000
M172	Psychoactive skin of the spider	+10 on Climb, various spider-themed bonuses and effects	40,000
D265	Ring gates	Transfer up to 100 lb. of material per day up to 100 miles between gates	40,000
D253	Crystal ball	*Scrying* at will	42,000
D258	Golem manual, greater stone	Contains information and spells necessary to create a greater stone golem	44,000
D267	Strand of prayer beads	Creates various divine spells effects	45,800
M180	Runestaff of insanity	Create various madness effects by expending arcane spells or spell slots	46,000
D263	Orb of storms	Create various weather effects	48,000
M178	Runestaff of fiendish darkness	Create various darkness and other effects by expending arcane spells or spell slots	48,000
D244	Staff of illumination	Create various light effects	48,250
M154	Cognizance crystal, 13 points	Stores up to 13 power points	49,000
D263	Pearl of power, 7th-level spell	1/day regain one 7th-level spell already cast	49,000
D253	Crystal ball with see invisibility	*Scrying* at will, can use *invisibility* at will through *crystal ball*	50,000
D260	Horn of Valhalla	Summons construct barbarians to fight opponents	50,000
D234	Rod of absorption	Negate up to 50 spell levels, store them for later use	50,000
M166	Ollamh harp	+2 on Perform (string instruments); use spell-like abilities if 14 ranks in Perform	50,100
D253	Crystal ball with detect thoughts	*Scrying* at will, can use *detect thoughts* at will through *crystal ball*	51,000
M164	Memento magica, 6th-level spell	1/day regain a previously used 6th-level spell slot	54,000
M165	Metamagic rod, Chaining	3/day cast a spell of up to 6th level as though affected by Chain Spell	54,000
D236	Metamagic rod, Maximize	3/day cast a spell of up to 6th level as though affected by Maximize Spell	54,000
D254	Daern's instant fortress	Becomes adamantine fortress on command	55,000
D261	Manual of bodily health +2	+2 inherent bonus to Con	55,000
D262	Manual of gainful exercise +2	+2 inherent bonus to Str	55,000
D262	Manual of quickness in action +2	+2 inherent bonus to Dex	55,000
D268	Tome of clear thought +2	+2 inherent bonus to Int	55,000
D268	Tome of leadership and influence +2	+2 inherent bonus to Cha	55,000
D268	Tome of understanding +2	+2 inherent bonus to Wis	55,000
D244	Staff of frost	Create various cold effects	56,250
D244	Staff of defense	Create various protection effects	58,250
D252	Carpet of flying, 10 ft. by 10 ft.	Flies as if affected by *overland flight*; fly speed 40 ft., capacity 800 lb.	60,000
D254	Darkskull	Emanates continuous *unhallow* effect	60,000

TOOLS (cont.)

Page	Item Name	Effect	Market Price (gp)
M171	Psychoactive skin of fiery response	Blasts opponents who made attacks against you last round	60,000
M173	Rod of force	5/day create various force-based effects	60,000
D236	Rod of rulership	Rule up to 300 HD of creatures, 500 minutes total	60,000
M172	Psychoactive skin of the troll	Heal 5 points of damage/minute, regrow lost body parts	61,000
D236	Rod of security	Transports creatures to nondimensional pocket paradise	61,000
D253	Cube of force	36 charges, produce cubes made of *walls of force*, charges renewed daily	62,000
M154	Cognizance crystal, 15 points	Stores up to 15 power points	64,000
D263	Pearl of power, 8th-level spell	1/day regain one 8th-level spell already cast	64,000
D243	Staff of abjuration	Create various abjuration effects	65,000
D244	Staff of conjuration	Create various conjuration effects	65,000
D244	Staff of enchantment	Create various enchantment effects	65,000
D244	Staff of evocation	Create various evocation effects	65,000
D244	Staff of illusion	Create various illusion effects	65,000
D244	Staff of necromancy	Create various necromancy effects	65,000
D245	Staff of transmutation	Create various transmutation effects	65,000
D253	Crystal ball with telepathy	*Scrying* at will, can use telepathy at will through *crystal ball*	70,000
D259	Horn of blasting, greater	1/day (or more) deals sonic damage, stuns, and deafens creatures	70,000
D263	Pearl of power, two spells	Regain two spells already cast (different levels, 6th or lower)	70,000
D236	Metamagic rod, Empower, greater	3/day cast a spell of up to 9th level as though affected by Empower Spell	73,000
M165	Metamagic rod, Reach, greater	3/day cast a spell of up to 9th level as though affected by Reach Spell	73,000
M164	Memento magica, 7th-level spell	1/day regain a previously used 7th-level spell slot	73,500
D244	Staff of divination	Create various divination effects	73,500
D257	Gem of seeing	See as though affected by *true seeing*, 30 minutes total per day	75,000
M181	Runestaff of passage	Create various passage effects by expending arcane spells or spell slots	75,000
D236	Metamagic rod, Quicken	3/day cast a spell of up to 6th level as though affected by Quicken Spell	75,500
M171	Psychoactive skin of the hero	+3 to AC, +3 on saving throws and attack rolls	77,000
D253	Crystal ball with true seeing	*Scrying* at will, can use *true seeing* at will through *crystal ball*	80,000
D244	Staff of earth and stone	Create various earth and movement effects	80,500
M154	Cognizance crystal, 17 points	Stores up to 17 power points	81,000
D263	Pearl of power, 9th-level spell	1/day regain one 9th-level spell already cast	81,000
D268	Well of many worlds	Transports objects or creatures to a random other world or plane	82,000
D261	Manual of bodily health +3	+3 inherent bonus to Con	82,500
D262	Manual of gainful exercise +3	+3 inherent bonus to Str	82,500
D262	Manual of quickness in action +3	+3 inherent bonus to Dex	82,500
D268	Tome of clear thought +3	+3 inherent bonus to Int	82,500
D268	Tome of leadership and influence +3	+3 inherent bonus to Cha	82,500
D268	Tome of understanding +3	+3 inherent bonus to Wis	82,500
D247	Apparatus of Kwalish	Functional submarine fits two Medium creatures	90,000
M172	Psychoactive skin of the psion	+7 power points/day, spell resistance 21	90,000
D262	Mirror of opposition	Creates exact double of whoever looks into mirror, which attacks original	92,000
D267	Strand of prayer beads, greater	Creates various divine spells effects	95,800
M164	Memento magica, 8th-level spell	1/day regain a previously used 8th-level spell slot	96,000
D250	Bowl of commanding water elementals	Summon one water elemental at a time, at will	100,000
D250	Brazier of commanding fire elementals	Summon one fire elemental at a time, at will	100,000
D252	Censer of controlling air elementals	Summon one air elemental at a time, at will	100,000
D267	Stone of controlling earth elementals	Summon one earth elemental at a time, at will	100,000
D245	Staff of the woodlands	Create various nature effects	101,250
D261	Manual of bodily health +4	+4 inherent bonus to Con	110,000
D262	Manual of gainful exercise +4	+4 inherent bonus to Str	110,000
D262	Manual of quickness in action +4	+4 inherent bonus to Dex	110,000
D268	Tome of clear thought +4	+4 inherent bonus to Int	110,000
D268	Tome of leadership and influence +4	+4 inherent bonus to Cha	110,000
D268	Tome of understanding +4	+4 inherent bonus to Wis	110,000
M164	Memento magica, 9th-level spell	1/day regain a previously used 9th-level spell slot	121,500
M165	Metamagic rod, Chaining, greater	3/day cast a spell of up to 9th level as though affected by Chain Spell	121,500
D236	Metamagic rod, Maximize, greater	3/day cast a spell of up to 9th level as though affected by Maximize Spell	121,500
D261	Manual of bodily health +5	+5 inherent bonus to Con	137,500

Tools (cont.)

Page	Item Name	Effect	Market Price (gp)
D262	Manual of gainful exercise +5	+5 inherent bonus to Str	137,500
D262	Manual of quickness in action +5	+5 inherent bonus to Dex	137,500
D268	Tome of clear thought +5	+5 inherent bonus to Int	137,500
D268	Tome of leadership and influence +5	+5 inherent bonus to Cha	137,500
D268	Tome of understanding +5	+5 inherent bonus to Wis	137,500
D255	Efreeti bottle	Contains imprisoned efreeti who (usually) serves character each time released	145,000
D244	Staff of life	Create healing and resurrection effects	155,750
D252	Chaos diamond	Create various chaos-themed spell effects	160,000
D254	Cubic gate	Open a *gate* or transport self and those around you to one of six planes	164,000
D261	Iron flask	1/day capture extraplanar creature and force it to serve you for 1 hour	170,000
D236	Metamagic rod, Quicken, greater	3/day cast a spell of up to 9th level as though affected by Quicken Spell	170,000
D245	Staff of passage	Create various transportation effects	170,500
D262	Mirror of mental prowess	Create various divination spell effects, use as a transport portal	175,000
D262	Mirror of life trapping	Extradimensionally imprisons up to fifteen creatures who look at it	200,000

1 Price of scroll does not include cost of expensive material components required for the given spell. Such a cost must be added to the listed price of the scroll, when necessary.

Appendix 2: Random Treasure

This appendix presents a new random treasure generation system for DMs to use when creating random treasure hoards. It contains all the items from *Magic Item Compendium* and the *Dungeon Master's Guide*.

WHY NEW TABLES?

This new set of tables is designed to make random treasure generation quicker, easier, and more consistent. The *DMG* tables can produce powerful items even at low levels, which can be exciting, but the party can also end up with too little gold or items for their level. These tables are geared for keeping the party's treasure in line with Table 3–3: Treasure Values per Encounter on page 51 of the *DMG*. It's now far less likely that you will get hardly any gold, hardly any goods, and hardly any items. Each level's entry has three tiers: low treasure, average treasure, and high treasure. Within each tier, the individual results are balanced toward more gold, more goods, or more items (and the top tier is high everything). Now you need to roll only once to get all three results.

Goods are no longer separated into gems and art, and they are now coded with letters. An "A" indicates a gem or art piece worth 10 gp, a "B" corresponds to 50 gp, and so on. An expanded list of samples increases your choices.

Magic items have been organized by item levels to make it easier to determine what is considered a reasonable item for a party to find. This arrangement streamlines the process, eliminating many of the rolls formerly needed to generate an item. These tables also collect all the items from both books in one place, increasing the variety of items you can generate. Because this book contains more useful items for low-level characters, hoards will have more interesting items if you use these tables.

Page: The page number where the item can be found is indicated in this column, along with a letter code to describe the book it is in. Most entries begin either with "M" to indicate *Magic Item Compendium* or "D" for *Dungeon Master's Guide*. Items that use individual spells (such as wands, scrolls, and potions) use "P" to reference spell descriptions in the *Player's Handbook* or "S" for those in *Spell Compendium*.

HOW TO USE THE TABLES

Using the tables involves four basic steps:

Step 1: Roll on Table A–1: Treasure, using the monster's CR to determine which row you will use.

Step 2: Roll the number of dice indicated and multiply as shown to determine the number of coins.

Step 3: Use Table A–2: Goods to generate each piece using the letter codes provided. You can either roll dice to determine its value or use the given average value. Repeat if you have multiple goods. You might want to choose a type of gem or art from the sample goods list for a flavorful description.

Step 4: Find the table that lists items of the level or levels in the "Items" column on the table you referred to. For instance, if you are generating a treasure for a CR4 monster and you roll a 30, that result provides one 2nd-level item and one 1st-level item. Go to the 2nd-Level Items table on page 270 and roll for that item, then to the 1st-Level Items table on page 269 and roll for that item.

Each entry on the item level tables gives a source where the item is described: a page number preceded by a letter symbol. Most page numbers are preceded either by "M" to indicate *Magic Item Compendium* or "D" for *Dungeon Master's Guide*. Items that use individual spells (such as wands, scrolls, and potions) use "P" to reference spell descriptions in the *Player's Handbook* or "S" for those in *Spell Compendium*.

The scrolls, potions, and wands on these tables are not a complete list of all possible items—just the ones that are most useful. If you want to substitute a different spell for one of these items, use a spell of the same level, taking the cost of expensive components into account if necessary. All listings for scrolls specify whether their spells are arcane (A), divine (D), or either (A or D).

If you don't like a particular item, feel free to substitute one of the same level or many items of a lower level (as described in Equipping a PC on page 228). Repeat this step if you have multiple items.

Usually, that's all you have to do to generate a complete treasure. However, random armor, shields, and weapons require more work. These entries refer you to the tables you will use to generate these types of items. A guide to creating random armor, shields, and weapons can be found on page 282.

Table A–1: Treasure

CR	d%	Coins	Goods	Items
1	01–07	—	—	—
	08–10	1d3×1,000 cp	—	—
	11–21	1d3×100 sp	—	1/2
	22–44	3d6×100 sp	A	1
	45–60	4d4×100 sp	B	1
	61–78	2d8×10 gp	A	1, 1/2
	79–83	2d4×100 gp	A	—
	84–91	1d6×100 gp	B	1
	92–99	2d4×100 gp	A	1, 1/2
	100	1d12×10 pp	B	1, 1/2
2	01–07	2d12×1,000 cp	—	—
	08–10	3d6×100 sp	A, A	—
	11–21	2d4×100 sp	—	1
	22–44	1d6×1,000 sp	—	1, 1/2
	45–60	1d4×1,000 sp	A, B	1, 1
	61–78	1d4×100 gp	B	1, 1, 1/2
	79–83	1d10×100 gp	B	1, 1/2
	84–91	1d10×100 gp	A, A	1, 1
	92–99	1d12×100 gp	B	2
	100	2d8×10 pp	B	2
3	01–07	1d4×1,000 sp	—	1
	08–10	1d4×1,000 sp	B	1
	11–21	1d4×1,000 sp	—	2
	22–44	1d8×1,000 sp	C	2
	45–60	1d6×1,000 sp	C, C	2
	61–78	1d8×100 gp	B, B	2, 1
	79–83	1d12×100 gp	C, C	2, 1/2
	84–91	1d12×100 gp	C, C	2, 1
	92–99	1d12×100 gp	C, B, B	3
	100	1d12×10 pp	D, B	3
4	01–07	1d8×1,000 sp	—	1, 1/2
	08–10	1d6×1,000 sp	C	1, 1
	11–21	1d8×1,000 sp	—	2, 1
	22–44	1d10×1,000 sp	B, C	2, 1
	45–60	1d8×1,000 sp	B, D	2, 1
	61–78	1d8×100 gp	B, C	3
	79–83	1d12×100 gp	B, D	2, 1
	84–91	1d12×100 gp	D	3
	92–99	1d12×100 gp	C, C, C	3, 1
	100	1d12×10 pp	C, D	4
5	01–07	1d12×1,000 sp	—	2
	08–10	1d8×1,000 sp	D	2
	11–21	1d10×1,000 sp	—	3
	22–44	1d12×1,000 sp	B, D	3
	45–60	1d6×1,000 sp	C, E	3
	61–78	1d6×100 gp	B, D	4
	79–83	1d12×100 gp	C, E	3
	84–91	1d12×100 gp	B, C, D	4
	92–99	1d6×100 gp	B, B, E	5
	100	1d12×10 pp	C, E	5
6	01–07	1d10×1,000 sp	—	3
	08–10	1d8×1,000 sp	D, B	3
	11–21	1d12×1,000 sp	C, C	3, 1
	22–44	1d12×100 gp	C, D	3, 1
	45–60	1d8×100 gp	B, D, E	3, 1
	61–78	2d6×100 gp	C, D	4
	79–83	2d6×100 gp	E, F	3, 1
	84–91	2d8×100 gp	D, E	4, 2
	92–99	1d12×100 gp	E, F	5
	100	1d12×10 pp	B, D, E	6
7	01–07	2d8×1,000 sp	—	3
	08–10	2d6×1,000 sp	D, C	3
	11–21	2d8×1,000 sp	D	3, 1
	22–44	2d8×100 gp	E	4
	45–60	3d4×100 gp	E, D, C	4
	61–78	2d8×100 gp	E	4, 2
	79–83	2d8×100 gp	E, D	4, 2
	84–91	2d8×100 gp	E	5, 1
	92–99	3d4×100 gp	E, D	6
	100	2d8×10 pp	E, D	7
8	01–07	2d10×1,000 sp	D	4
	08–10	2d8×1,000 sp	E	4
	11–21	2d8×100 gp	D, C	4, 1
	22–44	2d10×100 gp	E, C	5
	45–60	4d4×100 gp	E, D, D	5
	61–78	4d4×100 gp	E, C	6
	79–83	4d4×100 gp	F, C	6
	84–91	2d10×100 gp	F	6, 3
	92–99	2d10×10 pp	F, C	7
	100	2d10×10 pp	F, C	8
9	01–07	2d12×1,000 sp	D, C	4
	08–10	2d10×1,000 sp	E, C	4, 1
	11–21	2d10×100 gp	E	5
	22–44	4d6×100 gp	F	5
	45–60	2d12×100 gp	F, D	6
	61–78	2d12×100 gp	F	6, 3
	79–83	3d10×100 gp	F, D	6, 2
	84–91	3d10×100 gp	F	7
	92–99	4d6×10 pp	F, D	8
	100	2d12×10 pp	F, D	9
10	01–07	3d8×1,000 sp	E	5
	08–10	2d12×1,000 sp	F	5
	11–21	3d8×100 gp	E, D	6
	22–44	6d4×100 gp	F, E	6, 1
	45–60	4d6×100 gp	F, F	6, 2
	61–78	4d6×100 gp	F, E, D	7
	79–83	3d10×100 gp	F, F, D	7
	84–91	3d10×10 pp	F, F	8
	92–99	6d4×10 pp	F, F, D	9
	100	3d10×10 pp	F, F, D	10

CR	d%	Coins	Goods	Items
11	01–07	6d4×1,000 sp	F	6
	08–10	4d6×1,000 sp	F, E	6
	11–21	4d6×100 gp	F	7
	22–44	4d8×100 gp	F, F	7
	45–60	6d4×100 gp	G	7, 2
	61–78	6d4×100 gp	F, F, D	8
	79–83	4d10×100 gp	G, F	8
	84–91	4d10×10 pp	G, E	9
	92–99	3d10×10 pp	G, F	10
	100	4d10×10 pp	G, F	11
12	01–07	3d12×1,000 sp	F	7
	08–10	4d8×1,000 sp	F, D, C	7
	11–21	3d12×1,000 sp	F	8
	22–44	3d12×100 gp	G	8
	45–60	1d4×1,000 gp	G, E	8
	61–78	1d4×1,000 gp	G	9
	79–83	1d6×1,000 gp	H	9
	84–91	1d6×100 pp	G, F, F	10
	92–99	1d4×100 pp	H	11
	100	1d6×100 pp	H	12
13	01–07	4d12×100 gp	F	8
	08–10	1d4×1,000 gp	F, E, C	8
	11–21	1d4×1,000 gp	F, C	9
	22–44	1d8×1,000 gp	G, D	9
	45–60	1d6×1,000 gp	G, F	10
	61–78	1d6×1,000 gp	G, E	10, 5
	79–83	1d8×1,000 gp	H, E	11
	84–91	1d8×100 pp	H	11, 5
	92–99	1d6×100 pp	H, F	12
	100	1d8×100 pp	H, F	13
14	01–07	1d6×1,000 gp	F, D	9
	08–10	1d6×1,000 gp	F, E	9
	11–21	1d6×1,000 gp	F, D	10
	22–44	2d4×1,000 gp	G, F	10, 5
	45–60	1d8×1,000 gp	H	11
	61–78	1d8×1,000 gp	G, F	11, 6
	79–83	2d4×1,000 gp	H, F	12
	84–91	2d4×100 pp	H	12, 5
	92–99	1d8×100 pp	H, G	13
	100	2d4×100 pp	H, G	14
15	01–07	2d4×1,000 gp	G	10
	08–10	1d8×1,000 gp	G, F	10
	11–21	1d8×1,000 gp	G, E	11
	22–44	1d12×1,000 gp	H, F	11
	45–60	1d10×1,000 gp	H, G	12
	61–78	1d10×1,000 gp	H, F	12, 8
	79–83	2d6×100 pp	H, G, E	13
	84–91	2d6×100 pp	H, G	13, 6
	92–99	1d12×100 pp	H, G, F	14
	100	1d12×100 pp	H, G, F	15

CR	d%	Coins	Goods	Items
16	01–07	1d12×1,000 gp	G, E	11
	08–10	1d10×1,000 gp	H	11
	11–21	1d10×1,000 gp	G, F	12
	22–44	3d4×1,000 gp	H, G	12, 6
	45–60	1d12×1,000 gp	I	13
	61–78	1d12×1,000 gp	H, G	13, 8
	79–83	3d4×100 pp	I, F, E	14
	84–91	3d4×100 pp	I, E	14, 8
	92–99	2d6×100 pp	I, F, E	15
	100	3d4×100 pp	I, F, E	16
17	01–07	3d4×1,000 gp	H	12
	08–10	1d12×1,000 gp	H, F, F	12
	11–21	1d12×1,000 gp	H, F	13
	22–44	2d8×1,000 gp	I	13
	45–60	3d4×1,000 gp	I, G	14
	61–78	3d4×1,000 gp	I	14, 7
	79–83	2d8×1,000 gp	I, G	15
	84–91	2d8×1,000 gp	I	16
	92–99	3d4×1,000 gp	I, G	17
	100	2d8×1,000 gp	I, G	18
18	01–07	2d8×1,000 gp	H, G	13
	08–10	3d4×1,000 gp	I	14
	11–21	3d4×1,000 gp	H, G	14, 9
	22–44	4d4×1,000 gp	I	15
	45–60	2d8×1,000 gp	I, H	15
	61–78	2d8×1,000 gp	I, F	16
	79–83	4d4×100 pp	I, G	17
	84–91	4d4×100 pp	I, F	18
	92–99	2d8×100 pp	I, G	19
	100	4d4×100 pp	I, G	20
19	01–07	3d6×1,000 gp	I	14
	08–10	2d8×1,000 gp	I, F	15
	11–21	2d8×1,000 gp	I	15, 7
	22–44	3d8×1,000 gp	I, F	16
	45–60	2d10×1,000 gp	I, H	16, 10
	61–78	2d10×100 pp	I, F	17
	79–83	3d8×100 pp	I, H	18
	84–91	3d8×100 pp	I, F	19
	92–99	3d6×100 pp	I, H	20
	100	3d8×100 pp	I, H	21
20	01–07	2d12×1,000 gp	I, F, F	15
	08–10	2d10×1,000 gp	I, H	16
	11–21	2d10×1,000 gp	I, F, F	17
	22–44	4d6×1,000 gp	I, H	18
	45–60	2d12×1,000 gp	I, H, G	19
	61–78	2d12×100 pp	I, H	20
	79–83	4d6×100 pp	I, H, G	21
	84–91	4d6×100 pp	I, H	22
	92–95	2d12×100 pp	I, H, G	23
	96–99	2d12×100 pp	I, H, G	24
	99–100	2d12×100 pp	I, I	25

TABLE A–2: GOODS

Type	Value	Average
A	4d4 gp	10 gp
B	2d4×10 gp	50 gp
C	4d4×10 gp	100 gp
D	1d4×100 gp	250 gp
E	2d4×100 gp	500 gp
F	4d4×100 gp	1,000 gp
G	1d4×1,000 gp	2,500 gp
H	2d4×1,000 gp	5,000 gp
I	4d4×1,000 gp	10,000 gp

SAMPLE GEMS/ART

Type A: Average Value 10 gp

banded, eye, or moss agate
azurite
blue quartz
hematite
lapis lazuli
malachite
obsidian
rhodochrosite
tiger eye turquoise
freshwater pearl
steel pledge pin
boarskin hat
embroidered linen blanket
platter carved from maple
sealskin boots
teak bowl
cotton tunic with royal crest
bronze spectacles
granite dice
satin belt
hammered brass wine cup

Type B: Average Value 50 gp

bloodstone
carnelian
chalcedony
chrysoprase
citrine
iolite
jasper
moonstone
onyx
peridot
clear quartz
sard
sardonyx
rose, smoky, or star rose quartz
zircon
silver ewer
carved bone or ivory statuette
small gold bracelet
bronze statue of a knight
mahogany bust of a poet
silver ring with blue quartz
small perfume bottle of black crystal
purple velvet gloves with silver stitching
ornate wooden box
bronze earrings set with ceramic ovals
copper horn ringed with seashells
oak candlestick
mahogany tray carved with flowers
rhinoceros-hide sack
peacock-feather mask
broad-brimmed velvet hat
zircon-studded dancing slippers

Type C: Average Value 100 gp

amber
amethyst
chrysoberyl
coral
red or brown-green garnet
jade
jet
white, golden, pink, or silver pearl
red, red-brown or deep green spinel
tourmaline
cloth of gold vestments
black velvet mask adorned with citrines
silver chalice with lapis inlay
coral saucer
heraldic banner edged with swan feathers
marble relief of dwarf wrestlers
copper anklet plated with silver
prayer mat with inlaid gold thread

Type D: Average Value 250 gp

large wool tapestry
brass mug with jade inlays
harp painted with pastoral scene
mountain landscape in ash frame
wall hanging of a forest in black ink
velvet cloak with eagle feathers
small marble statue of an athlete
granite cup carved with staring eyes
ivory bust of a high priest
mithral circlet engraved with elvish poetry
dragonhide gloves
onyx hourglass set with malachite
coral brooch with oval jasper setting
gold anklet with bloodstone cabochons
adamantine armband with filigree carvings
oil painting of a royal wedding
jade cameo pendant
life-size darkwood cat sculpture with yellow topaz eyes

Type E: Average Value 500 gp

alexandrite
aquamarine
violet garnet
black pearl
deep blue spinel
golden yellow topaz
silver comb with moonstones
silver-plated scabbard with jet cabochons
carved darkwood harp with ivory inlay and zircon gems
solid gold idol (10 lb.)
linen tapestry depicting giants destroying a town
obsidian statue of a hunting dog
painting of a sailing ship
onyx sphere with trees carved in relief
silk banner embroidered with performing musician
small masterpiece portrait in gold frame inlaid with opal

Type F: Average Value 1,000 gp

emerald
white, black, or fire opal
blue sapphire
fiery yellow or rich purple corundum
blue or black star sapphire
star ruby
gold dragon comb with red garnet eye
gold and topaz bottle stopper cork
ceremonial electrum dagger with star ruby in pommel
eyepatch with mock eye of sapphire and moonstone
fire opal pendant on gold chain
masterpiece portrait of an elite general
dinosaurhide tapestry depicting a mage
mother-of-pearl statue of a naga
mithral comb with opal runes
silver crown with opal inlay
vestments of celestial lion fur
set of six gold and silver bells with jeweled handles

Type G: Average Value 2,500 gp

embroidered silk and velvet mantle with moonstones
sapphire pendant on gold chain
embroidered and bejeweled glove
jeweled anklet
golden circlet with four aquamarines
necklace of pink pearls
basalt pyramid with images of dragons inlaid in gems
lead crown adorned with black pearls
bejeweled gold tiara shaped like dragon horns
bronze music box with pearl inlay
mahogany bracelet plated with gold and platinum
dragonhide formal shoes with electrum buckles

Type H: Average Value 5,000 gp

bright green emerald
blue-white, canary, pink, brown, or blue diamond
jacinth
jeweled gold crown
jeweled electrum ring
bone mug set with opals
platinum sunburst crown

Type I: Average Value 10,000 gp

gold and ruby ring
gold cup set with emeralds
regal scepter set with sapphires
platinum locket ringed with garnets
mithral statue of a noble horse
platinum tiara
gilt dragon's skull with opal eyes and adamantine teeth

1/2-Level Items

d%	Page	Item Name
01	P128	Acid
02–03	P126	Lantern, bullseye
04	S42	Scroll of caltrops^{SC} (A)
05	P215	Scroll of create water (D)
06	P216	Scroll of dancing lights (A)
07	S59	Scroll of dawn^{SC} (D)
08	P219	Scroll of detect magic (A or D)
09	P248	Scroll of light (A or D)
10	P253	Scroll of message (A)
11	P267	Scroll of purify food and drink (D)
12–13	P128	Alchemist's fire
14–16	P127	Rope, silk (100 ft.)
17–18	P128	Smokesticks
19–20	P130	Holy symbol, silver
21–22	P128	Holy water
23	S16	Scroll of aspect of the wolf^{SC} (D)
24	S27	Scroll of benign transposition^{SC} (A)
25	S31	Scroll of blessed aim^{SC} (D)
26	P212	Scroll of comprehend languages (A or D)
27–28	P215	Scroll of cure light wounds (D)
29	P222	Scroll of disguise self (A)
30	P226	Scroll of endure elements (A or D)
31	S108	Scroll of hail of stone^{SC} (A)
32	P256	Scroll of mount (A)
33	P266	Scroll of protection from chaos (A or D)
34	P266	Scroll of protection from evil (A or D)
35	P266	Scroll of protection from good (A or D)
36	P266	Scroll of protection from law (A or D)
37	P271	Scroll of remove fear (A or D)
38	S174	Scroll of resurgence^{SC} (D)
39	P274	Scroll of sanctuary (D)
40	S189	Scroll of sign^{SC} (D)
41	S193	Scroll of snake's swiftness^{SC} (D)
42	P281	Scroll of speak with animals (D)
43	S229	Scroll of lesser vigor^{SC} (D)
44–45	P129	Thunderstone
46–47	P128	Antitoxin
48–49	M152	Blessed bandage (5)
50–51	P130	Disguise kit
52–53	P130	Healer's kit
54–56	P251	Oil of magic weapon
57–65	P215	Potion of cure light wounds
66–68	P226	Potion of endure elements
69–71	P226	Potion of enlarge person
72–75	P249	Potion of mage armor
76–78	P250	Potion of magic fang
79–81	P266	Potion of protection from chaos/evil/good/law
82–83	P271	Potion of remove fear
84–85	P278	Potion of shield of faith +2
86–88	S229	Potion of lesser vigor^{SC}
89–90	D264	Quaal's feather token, anchor
91–92	M185	Skill shard
93–94	P128	Tanglefoot bag
95–98	P130	Thieves' tools, masterwork
99–100	D268	Universal solvent

1st-Level Items

d%	Page	Item Name
01–04	P219	Wand of detect magic (10 charges)
05–07	P248	Wand of light (10 charges)
08–10	P269	Wand of read magic (10 charges)
11	P130	Climber's kit
12–14	P124	Chain shirt
15	M64	Crystal of illumination, least
16	D228	Sleep arrow
17–18	P205	Oil of bless weapon
19	P205	Scroll of bless weapon (D)
20–21	P128	Everburning torch
22–25	P243	Scroll of identify (A)
26	M156	Daylight pellet
27	D255	Elixir of love
28	S23	Scroll of baleful transposition^{SC} (A)
29–30	P203	Scroll of bear's endurance (A or D)
31–32	P207	Scroll of bull's strength (A or D)
33–34	P208	Scroll of cat's grace (A or D)
35–37	P216	Scroll of cure moderate wounds (D)
38	P216	Scroll of darkvision (A)
39	P217	Scroll of delay poison (D)
40	S76	Scroll of earthbind^{SC} (A or D)
41	P230	Scroll of find traps (D)
42	S102	Scroll of ghost touch armor^{SC} (A or D)
43	P236	Scroll of glitterdust (A)
44–45	P245	Scroll of invisibility (A)
46–49	P246	Scroll of knock (A)
50–52	P271	Scroll of remove paralysis (D)
53–55	P272	Scroll of resist energy (A or D)
56–57	P272	Scroll of lesser restoration (D)
58	P275	Scroll of see invisibility (A)
59	P279	Scroll of silence (D)
60	D268	Unguent of timelessness
61	S27	Wand of benign transposition^{SC} (10 charges)
62–63	P205	Wand of bless (10 charges)
64–71	P215	Wand of cure light wounds (10 charges)
72–73	P226	Wand of enlarge person (10 charges)
74	S229	Wand of lesser vigor^{SC} (10 charges)
75–78	P249	Wand of mage armor (10 charges)
79–84	P251	Wand of magic missile (CL 1st, 10 charges)
85	P269	Wand of ray of enfeeblement (10 charges)
86	S173	Wand of repair light damage^{SC} (10 charges)
87	S174	Wand of resurgence^{SC} (10 charges)
88–89	P278	Wand of shield (10 charges)
90	S193	Wand of snake's swiftness^{SC} (10 charges)
91	P125	Light wooden shield, masterwork
92	P125	Heavy wooden shield, masterwork
93	P125	Light steel shield, masterwork
94	P125	Buckler, masterwork
95	P125	Leather, masterwork
96	P125	Hide armor, masterwork
97	P125	Heavy steel shield, masterwork
98	P126	Studded leather, masterwork
99	P124	Chainmail
100	P125	Tower shield, masterwork

2ND-LEVEL ITEMS

d%	Page	Item Name
01	P200	Scroll of arcane lock (A)
02	M25	Crystal of lifekeeping, least
03	M160	Everfull mug
04	D264	Quaal's feather token, fan
05	M185	Skill shard, greater
06	M188	Tanglepatch
07	P124	Chain shirt, masterwork
08	D221	Darkwood shield
09	D221	Darkwood buckler
10	M25	Crystal of aquatic action, least
11	D255	Dust of tracelessness
12	D255	Elixir of hiding
13	D255	Elixir of sneaking
14	D255	Elixir of swimming
15	D256	Elixir of vision
16	M162	Incense of concentration
17	M162	Jumping caltrops
18	M131	Safewing emblem
19	D266	Silversheen
20	M24	Crystal of adamant armor, least
21	M64	Crystal of adamant weaponry, least
22	M153	Blight stone
23	M65	Crystal of return, least
24	M65	Crystal of security, least
25	M26	Crystal of stamina, least
26	M159	Elixir of flaming fists
27	M52	Fountainhead arrow
28	P216	Oil of darkness
29	P203	Potion of barkskin +2
30	P203	Potion of bear's endurance
31	P206	Potion of blur
32	P207	Potion of bull's strength
33	P208	Potion of cat's grace
34–37	P216	Potion of cure moderate wounds
38	P216	Potion of darkvision
39	P217	Potion of delay poison
40	P225	Potion of eagle's splendor
41	P233	Potion of fox's cunning
42	P245	Potion of invisibility
43–44	P272	Potion of lesser restoration
45	P248	Potion of levitate
46	P259	Potion of owl's wisdom
47–48	P271	Potion of remove paralysis
49–50	P272	Potion of resist energy (type) 10
51	P278	Potion of shield of faith +3
52	P283	Potion of spider climb
53	D264	Quaal's feather token, bird
54	M186	Stench stone
55	D227	Screaming bolt
56–58	M282	Masterwork weapon
59	D228	Silver dagger, masterwork
60	D227	Cold iron longsword, masterwork
61	P124	Breastplate, masterwork
62–63	M160	Everlasting rations
64	P214	Scroll of create food and water (D)
65–66	P216	Scroll of cure serious wounds (D)
67	P216	Scroll of daylight (A or D)
68	P223	Scroll of dispel magic (A or D)
69	P231	Scroll of fireball (A)
70	P232	Scroll of fly (A)
71	P239	Scroll of haste (A)
72	P245	Scroll of invisibility purge (D)
73	P248	Scroll of lightning bolt (A)
74	P249	Scroll of magic circle against chaos (A or D)
75	P249	Scroll of magic circle against evil (A or D)
76	P250	Scroll of magic circle against good (A or D)
77	P250	Scroll of magic circle against law (A or D)
78	P257	Scroll of neutralize poison (D)
79	P266	Scroll of protection from energy (A or D)
80	P270	Scroll of remove blindness/deafness (D)
81	P270	Scroll of remove curse (D)
82	P271	Scroll of remove disease (D)
83	S193	Scroll of mass snake's swiftness^{SC} (D)
84	P281	Scroll of speak with dead (D)
85	P294	Scroll of tongues (A)
86	S229	Scroll of vigor^{SC} (D)
87	S229	Scroll of mass lesser vigor^{SC} (D)
88	P300	Scroll of water breathing (A or D)
89	M70	Amulet of toxin delay
90	M85	Charm of countersong
91	M64	Crystal of illumination, lesser
92	M64	Crystal of life drinking, least
93	M26	Crystal of screening, least
94–95	M158	Electric eel elixir
96	M159	Essentia jewel
97	M163	Life ring
98–99	D264	Quaal's feather token, tree
100	M66	Revelation crystal, least

3RD-LEVEL ITEMS

d%	Page	Item Name
01	M161	Glitter stone
02	D264	Quaal's feather token, swan boat
03	M68	Amber amulet of vermin, giant bee
04	M68	Amulet of aquatic salvation
05	M72	Arcanist's gloves
06	M46	Arrow (or bolt) of biting
07	M77	Boots of landing
08	M83	Brute gauntlets
09	M85	Chronocharm of the celestial wanderer
10	M85	Chronocharm of the fateweaver
11	M86	Chronocharm of the grand master
12	M86	Chronocharm of the horizon walker
13	M86	Chronocharm of the laughing rogue
14	M86	Chronocharm of the uncaring archmage
15	M64	Crystal of energy assault, least
16	M24	Clasp of energy protection, least
17	M24	Crystal of adaptation, least
18	M64	Crystal of arcane steel, least
19	M25	Crystal of arrow deflection, least
20	M25	Crystal of bent sight
21	M25	Crystal of glancing blows, least
22	M25	Crystal of mind cloaking, least
23	M158	Dust of dispersion
24	M158	Elixir of adamantine blood
25	D256	Elixir of truth
26	M26	Iron ward diamond, least
27	M163	Magic bedroll
28	M65	Phoenix ash threat, least
29	D264	Quaal's feather token, whip
30	M120	Reach gauntlets
31	M26	Restful crystal
32	M26	Rubicund frenzy, least
33	M133	Shiftweave
34	M139	Symbol of transfiguration
35	M188	Talisman of the disk
36	M190	Troll gut rope
37	M147	Watch lamp
38	M118	Necklace of copper dragon scales
39	M76	Boots of agile leaping
40	M78	Boots of stomping
41	M113	Lenses of bright vision
42	M118	Pearl of speech

43	P203	Potion of barkskin +3
44	P278	Potion of shield of faith +4
45	M148	Wink brooch
46	M68	Amber amulet of vermin, giant praying mantis
47	M68	Amber amulet of vermin, giant queen ant
48	M68	Amber amulet of vermin, Huge monstrous centipede
49	M68	Amber amulet of vermin, Huge monstrous scorpion
50	M68	Amber amulet of vermin, Large monstrous spider
51	P272	Potion of resist energy (type) 20 (A or D)
52	P196	Scroll of air walk (D)
53	P215	Scroll of cure critical wounds^{SC} (D)
54	S59	Scroll of darkvision, mass^{SC} (A)
55	P217	Scroll of death ward (D)
56	P221	Scroll of dimensional anchor (A or D)
57	P222	Scroll of dismissal (D)
58	P233	Scroll of freedom of movement (D)
59	P243	Scroll of ice storm (A)
60	P245	Scroll of greater invisibility (A)
61	S129	Scroll of know vulnerabilities^{SC} (A)
62	P247	Scroll of Leomund's secure shelter (A)
63	S152	Scroll of panacea^{SC} (D)
64	P270	Scroll of remove curse (A or D)
65	S175	Scroll of revenance^{SC} (D)
66	P275	Scroll of sending (D)
67	P294	Scroll of tongues (D)
68	M186	Soulvoid orb
69	M90	Crest of bravery
70	M110	Healing belt
71	P251	Oil of greater magic weapon +1
72	P246	Oil of keen edge
73	P251	Oil of magic vestment +1
74–75	P216	Potion of cure serious wounds
76	P223	Potion of displacement
77	P232	Potion of fly
78	P234	Potion of gaseous form
79	P250	Potion of greater magic fang +1
80	P239	Potion of haste
81	P240	Potion of heroism
82	P249	Potion of magic circle against chaos/evil/good/law
83	P257	Potion of neutralize poison
84	P266	Potion of protection from energy
85	P270	Potion of remove blindness/deafness
86	P270	Potion of remove curse
87	P271	Potion of remove disease
88	S229	Potion of vigor^{SC}
89	P300	Potion of water breathing
90	M169	Powder of the black veil
91	M184	Scrying beacon
92	P251	Wand of magic missile (CL 5th, 10 charges)
93	M68	Amber amulet of vermin, giant wasp
94	M151	Bag of endless caltrops
95	M160	Everlasting feedbag
96	M72	Armband of elusive action
97	M215	Ephod of authority^{SP}
98	M169	Porcupine elixir
99	M176	Rope of stone
100	P272	Scroll of restoration (D)

4TH-LEVEL ITEMS

d%	Page	Item Name
01	P215	Eternal wand of cure light wounds
02	P226	Eternal wand of enlarge person
03	P249	Eternal wand of mage armor
04	P251	Eternal wand of magic missile
05	P266	Eternal wand of protection from chaos/evil/good/law
06	P269	Eternal wand of ray of enfeeblement
07	S173	Eternal wand of repair light damage^{SC}
08	P278	Eternal wand of shield
09	D255	Dust of dryness
10	M67	Acrobat boots
11	D248	Bag of tricks, gray
12	M152	Blast disk
13	M26	Crystal of stamina, lesser
14	D258	Hand of the mage
15	M167	Pearl of brain lock
16	M118	Piercer cloak
17	P203	Potion of barkskin +4
18	P203	Wand of bear's endurance (10 charges)
19	P206	Wand of blur (10 charges)
20	P207	Wand of bull's strength (10 charges)
21	P208	Wand of cat's grace (10 charges)
22	P216	Wand of cure moderate wounds (10 charges)
23	P217	Wand of delay poison (10 charges)
24	P245	Wand of invisibility (10 charges)
25	P246	Wand of knock (10 charges)
26	P254	Wand of mirror image (10 charges)
27	S173	Wand of repair moderate damage^{SC} (10 charges)
28	P274	Wand of scorching ray (10 charges)
29	P275	Wand of see invisibility (10 charges)
30	P284	Scroll of stoneskin (A)
31	D250	Bracers of armor +1
32	M82	Brawler's gauntlets
33	M83	Brooch of stability
34	M211	Burning veil^{SP}
35	M87	Cloak of elemental protection
36	D253	Cloak of resistance +1
37	M154	Cognizance crystal, 1 point
38	M25	Crystal of aquatic action, lesser
39	M64	Crystal of illumination, greater
40	M25	Crystal of lifekeeping, lesser
41	M65	Crystal of return, lesser
42	M26	Crystal of screening, lesser
43	M65	Crystal of security, lesser
44	M65	Demolition crystal, least
45	M94	Dispelling cord
46	M158	Drums of marching
47	M96	Eagle claw talisman
48	M65	Fiendslayer crystal, least
49	M102	Gauntlets of energy transformation
50	M107	Gloves of spell disruption
51	M204	Gloves of the starry sky^{SP}
52	M161	Glyph seal
53	M113	Lightning gauntlets
54	D263	Pearl of power, 1st-level spell
55	D264	Phylactery of faithfulness
56	M120	Reliquary holy symbol
57	M173	Replenishing skin
58	M66	Revelation crystal, lesser
59	M122	Ring of brief blessing
60	D266	Salve of slipperiness
61	M141	Third eye improvisation
62	M66	Truedeath crystal, least
63	M147	Vest of resistance +1
64–73	M282	+1 armor/shield
74	D221	Mithral heavy shield
75	P237	Potion of good hope
76	D220	Mithral shirt
77	D255	Elixir of fire breath
78	P272	Potion of resist energy (type) 30

79	P207	Scroll of break enchantment (A)
80	P212	Scroll of contact other plane (A)
81	S64	Scroll of greater dimension door^{SC} (A)
82	P222	Scroll of dismissal (A)
83	P223	Scroll of disrupting weapon (D)
84	S92	Scroll of fire shield, mass^{SC} (A)
85	S96	Scroll of mass fly^{SC} (A)
86	P256	Scroll of Mordenkainen's private sanctum (A)
87	P262	Scroll of plane shift (D)
88	P275	Scroll of sending (A)
89	P292	Scroll of teleport (A)
90	S229	Scroll of vigorous circle^{SC} (D)
91	D264	Pipes of the sewers
92	M68	Amber amulet of vermin, giant stag beetle
93	M157	Dragon's draught, brass
94	M157	Dragon's draught, white
95	D255	Dust of illusion
96	P251	Oil of greater magic weapon +2
97	P251	Oil of magic vestment +2
98	P203	Potion of barkskin +5
99	P250	Potion of greater magic fang +2
100	D257	Goggles of minute seeing

5TH-LEVEL ITEMS

d%	Page	Item Name
01	M151	Beetle elixir
02	M161	Fochlucan bandore
03	M116	Medal of gallantry
04	M183	Salve of minor spell resistance
05	M184	Scrying shard
06	M136	Snakeblood tooth
07	P251	Wand of magic missile (CL 9th, 10 charges)
08	M148	Wyrmfang amulet
09	P296	Scroll of true seeing (D)
10	M24	Crystal of adamant armor, lesser
11	M64	Crystal of adamant weaponry, lesser
12	M71	Anklet of translocation
13	M150	Arcane thieves' tools
14	M193	Armband of confrontation^{SP}
15	M208	Badge of valor^{SP}
16	M150	Bag of boulders
17	M75	Blighter's hex-eye
18	M81	Bracers of quick strike
19	M87	Cloak of predatory vigor
20	M201	Cobra straps^{SP}
21	M158	Ehlonna's seed pouch^{R}
22	M215	Lenses of revelation^{SP}
23	M174	Rod of frost
24	M175	Rod of sliding
25–26	M184	Sending stones (pair)
27	M186	Spool of endless rope
28	M197	Standard of valor^{SP}
29	M138	Steadfast boots
30	M150	Aroma of dreams
31	M80	Bracers of great collision
32	D250	Brooch of shielding
33	M153	Camouflage paint
34	M24	Clasp of energy protection, lesser
35	M24	Crystal of adaptation, lesser
36	M64	Crystal of life drinking, lesser
37	M96	Empowered spellshard, 1st-level spell
38	M97	Enduring amulet
39	M160	Exploding spike
40	M161	Hammersphere
41	M113	Inquisitor bracers
42	D226	Javelin of lightning
43	M196	Medal of steadfast honor^{SP}
44	M164	Memento magica, 1st-level spell
45	M72	Artificer's monocle
46	M72	Bear helm
47	M74	Belt of one mighty blow
48–49	M77	Boots of dragonstriding
50–51	M78	Boots of the mountain king
52–53	M190	Tome of worldly memory
54–55	M110	Headband of the lorebinder
56–57	M173	Rhino elixir
58–59	P124	Full plate, masterwork
60–61	D263	Necklace of fireballs type I
62	P205	Scroll of blade barrier (D)
63	P208	Scroll of chain lightning (A)
64	S48	Scroll of cloak of the sea^{SC} (A)
65–67	P222	Scroll of disintegrate (A)
68–70	P223	Scroll of greater dispel magic (A or D)
71	S80	Scroll of energy immunity^{SC} (D)
72–72	P230	Scroll of find the path (D)
73	S103	Scroll of ghost trap^{SC} (D)
74–76	P239	Scroll of harm (D)
77–80	P239	Scroll of heal (D)
81	P277	Scroll of shadow walk (A)
82–83	P285	Scroll of stone to flesh (A)
84–85	P302	Scroll of wind walk (D)
86–87	D255	Dust of appearance
88	M105	Githborn talisman
89	D258	Hat of disguise
90–92	P251	Oil of greater magic weapon +3
93–94	P251	Oil of magic vestment +3
95	D264	Pipes of sounding
96–97	P250	Potion of greater magic fang +3
98–99	D265	Quiver of Ehlonna
100	M186	Sphere of awakening

6TH-LEVEL ITEMS

d%	Page	Item Name
01	M68	Adamantine mind blade gauntlets
02	D246	Amulet of natural armor +1
03	M69	Amulet of retributive healing
04	M70	Amulet of teamwork
05	M74	Belt of theft-healing
06	M76	Boots of the battle charger
07	M80	Bracers of the entangling blast
08	M84	Caduceus bracers
09	M84	Cape of the viper
10	M212	Caustic veil^{SP}
11	M64	Crystal of arcane steel, lesser
12	M93	Devastation gauntlets
13	M94	Dimension stride boots
14	M95	Dragon spirit amulet
15	M95	Dragon spirit cincture
16	M160	Field provisions box
17	M101	Gauntlets of arrow reflection
18	M103	Gauntlets of extended range
19	M103	Gauntlets of giantfelling
20	M104	Gauntlets of throwing
21	M105	Gloves of fortunate striking
22	M106	Gloves of lightning
23	M108	Goggles of lifesight
24	M108	Goodberry bracelet
25	M108	Greatreach bracers
26	M109	Headband of conscious effort
27	M111	Helm of battle
28	M208	Helm of tactics^{SP}
29	D259	Heward's handy haversack
30	D259	Horn of fog
31	M26	Iron ward diamond, lesser

32	M116	Mask of sweet air
33	M167	Orb of environmental adaptation
34	M168	Pearl of breath crisis
35	M65	Phoenix ash threat, lesser
36	M120	Rearguard's cape
37	M122	Ring of communication
38	M123	Ring of floating
39	M124	Ring of four winds
40	M126	Ring of piercing spells
41	D232	Ring of protection +1
42	M122	Ring of the darkhidden
43	M127	Ring of silent spells
44	M130	Rock boots
45	M174	Rod of grievous wounds
46	M176	Rod of viscid globs
47	M26	Rubicund frenzy, lesser
48	M133	Sepulchral vest
49	M136	Silkslick belt
50	M185	Slashing sand
51	M138	Spellsink scarab
52	M143	Torc of displacement
53	M146	Vest of defense
54–60	M282	+1 weapon
61	M69	Amulet of incarnum shielding
62	M97	Enemy spirit pouch
63	M163	Mac-Fuirmidh cithern
64	M143	Third eye surge
65	S176	Scroll of revivify^{SC} (D)
66	M21	Shield of mercy
67	M105	Gloves of agile striking
68	D232	Ring of feather falling
69	D255	Elemental gem
70	M162	Healing salve
71	P207	Wand of call lightning (10 charges)
72	P216	Wand of cure serious wounds (10 charges)
73	P223	Wand of dispel magic (10 charges)
74	P223	Wand of displacement (10 charges)
75	P231	Wand of fireball (10 charges)
76	P232	Wand of fly (10 charges)
77	P239	Wand of haste (10 charges)
78	P245	Wand of invisibility sphere (10 charges)
79	P248	Wand of lightning bolt (10 charges)
80	S229	Wand of mass lesser vigor^{SC} (10 charges)
81	S173	Wand of repair serious damage^{SC} (10 charges)
82	S229	Wand of vigor^{SC} (10 charges)
83	P203	Scroll of banishment (A)
84	S80	Scroll of energy immunity^{SC} (A)
85	P227	Scroll of ethereal jaunt (A or D)
86	P245	Scroll of invisibility, mass (A)
87	P256	Scroll of Mordenkainen's magnificent mansion (A)
88	P270	Scroll of regenerate (D)
89	P282	Scroll of spell turning (A)
90	P289	Scroll of sunbeam (D)
91	P293	Scroll of teleport, greater (A)
92	D228	Slaying arrow
93	M70	Amulet of tears
94	M80	Bracers of arcane freedom
95	M81	Bracers of opportunity
96	M83	Brute ring
97	M89	Cloak of weaponry
98	M174	Rod of fumbling
99	M121	Repelling gauntlets
100	M131	Sandals of sprinting

7TH-LEVEL ITEMS

d%	Page	Item Name
01	S174	Scroll of restoration, mass^{SC} (D)
02	M157	Dragon's draught, black
03	M157	Dragon's draught, copper
04	P251	Oil of greater magic weapon +4
05	P251	Oil of magic vestment +4
06	P250	Potion of greater magic fang +4
07	D265	Robe of bones
08	P175	Scroll of revenance^{SC} (A)
09	D266	Sovereign glue
10	D248	Bag of holding type I
11	D250	Boots of elvenkind
12	M77	Boots of jumping
13	D250	Boots of the winterlands
14	D251	Candle of truth
15	M153	Censer of the last breath^{R}
16	D253	Cloak of elvenkind
17	M87	Cloak of quills
18	M90	Counterstrike bracers
19	M155	Crystal anchor of alertness
20	M91	Crystal mask of knowledge
21	M91	Crystal mask of languages
22	M25	Crystal of arrow deflection, lesser
23	D256	Eyes of the eagle
24	M105	Gloves of eldritch admixture
25	M108	Goggles of foefinding
26	D266	Golembane scarab
27	M162	Icy strand of the north
28	D230	Ring of climbing
29	D232	Ring of jumping
30	D233	Ring of sustenance
31	D233	Ring of swimming
32	M138	Spellsight spectacles
33	M141	Third eye dampening
34	M141	Third eye expose
35	M144	Tunic of steady spellcasting
36	M145	Vanisher cloak
37	M202	Bands of blood rage^{SP}
38	M141	Third eye freedom
39	M64	Crystal of energy assault, lesser
40	M26	Crystal of stamina, greater
41	M165	Metamagic rod, Substitution, lesser
42	D263	Necklace of fireballs type II
43	M201	Panther mask^{SP}
44	D267	Stone of alarm
45	P275	Wand of searing light (CL 6th, 10 charges)
46	M149	Aberrant sphere
47	M77	Boots of desperation
48	M162	Infinite scrollcase
49	M53	Meteoric knife
50	D248	Bag of tricks, rust
51	D248	Bead of force
52	M73	Belt of growth
53	M83	Burnoose of 1,001 thorns
54	D252	Chime of opening
55	M87	Circlet of solace
56	M24	Clasp of energy protection, greater
57	M90	Contact medallion
58	M215	Cord of favor^{SP}
59	M90	Corsair's eye patch
60	M24	Crystal of adaptation, greater
61	M25	Crystal of aquatic action, greater
62	M25	Crystal of glancing blows, lesser
63	M26	Crystal of screening, greater
64	M65	Crystal of security, greater
65	M65	Demolition crystal, lesser

66	M96	Empowered spellshard, 2nd-level spell
67	M97	Essentia helm
68	M65	Fiendslayer crystal, lesser
69	M106	Gloves of manual prowess
70	M107	Gloves of object reading
71	M110	Heartseeking amulet
72	D260	Horseshoes of speed
73	D236	Metamagic rod, Enlarge, lesser
74	D236	Metamagic rod, Extend, lesser
75	M165	Metamagic rod, Sculpting, lesser
76	D236	Metamagic rod, Silent, lesser
77	P251	Oil of greater magic weapon +5
78	P251	Oil of magic vestment +5
79	P250	Potion of greater magic fang +5
80	D266	Rope of climbing
81	S39	Scroll of brilliant aura^{SC} (D)
82	P215	Scroll of cure critical wounds, mass (D)
83	P217	Scroll of death ward, mass^{SC} (D)
84	P221	Scroll of dimensional lock (A or D)
85	P222	Scroll of discern location (D)
86	P225	Scroll of earthquake (D)
87	P231	Scroll of fire storm (D)
88	S130	Scroll of ghostform^{SC} (A)
89	P242	Scroll of horrid wilting (A)
90	S125	Scroll of invisibility, superior^{SC} (A)
91	P245	Scroll of iron body (A)
92	P253	Scroll of mind blank (A)
93	P262	Scroll of greater plane shift (A)
94	P262	Scroll of polar ray (A)
95	P289	Scroll of sunburst (D)
96	M136	Soulsmite gauntlets
97	M188	Talisman of undead mastery
98	M141	Third eye clarity
99	D226	Adamantine dagger
100	D226	Adamantine battleaxe

8TH-LEVEL ITEMS

d%	Page	Item Name
01	M82	Brooch of avoidance
02	D221	Caster's shield
03	M154	Chime of harmonic agony
04	M107	Gloves of the uldra savant
05	M112	Hexbands
06	M167	Orb of mental renewal
07	M168	Pipes of frenzied revelry^{R}
08	M119	Rapidstrike bracers
09	M173	Rod of bodily restoration
10	M187	Summoner's totem
11	M145	Vanguard treads
12	M80	Bracers of the blast barrier
13	M98	Eyes of expanded vision
14	M100	Formless vest
15	M111	Hellcat gauntlets
16	M119	Rags of restraint
17	M136	Skirmisher boots
18	M156	Domain draught
19	M115	Mask of blood
20	M120	Reins of ascension
21	M137	Spellmight bracers
22	M187	Survival pouch
23	M143	Torc of the titans
24	D220	Dragonhide plate
25	M24	Crystal of adamant armor, greater
26	M64	Crystal of adamant weaponry, greater
27	M214	Badge of glory^{SP}
28	M48	Bow of the wintermoon^{R}
29	M109	Hair shirt of suffering
30	M132	Scout's headband
31	M20	Mithralmist shirt
32	M151	Bag of flames
33	M195	Crystal of alacrity^{SP}
34	M157	Dragon's draught, bronze
35	M157	Dragon's draught, green
36	D255	Dust of disappearance
37	M100	Finned gauntlets
38	D261	Lens of detection
39	M114	Lockpicking ring
40	M193	Mask of mastery^{SP}
41	M119	Quicksilver boots
42	M172	Radiant sphere
43	M210	Raptor's mask^{SP}
44	M126	Ring of mystic healing
45	M173	Rod of escape
46	M185	Shard of the sun^{R}
47	M185	Sleeping spike
48	M144	True strike gauntlets
49	M75	Belt of ultimate athleticism
50	M159	Enveloping pit^{R}
51	M165	Mirror of suggestion
52	M117	Mithral bells
53	M121	Rending gauntlets
54	M133	Shadow maniple
55	D256	Figurine of wondrous power, silver raven
56	P233	Scroll of freedom (A)
57	P239	Scroll of heal, mass (D)
58	D246	Amulet of health +2
59	M79	Boots of the unending journey^{R}
60	M79	Bracers of accuracy
61	D250	Bracers of armor +2
62	M81	Bracers of repulsion
63	D253	Cloak of Charisma +2
64	D253	Cloak of resistance +2
65	M154	Cognizance crystal, 3 points
66	M25	Crystal of mind cloaking, lesser
67	M65	Crystal of return, greater
68	M94	Dragon mask
69	M216	Gauntlets of ghost fighting^{SP}
70	D257	Gauntlets of ogre power
71	M103	Gauntlets of the talon^{R}
72	D257	Gloves of arrow snaring
73	D257	Gloves of Dexterity +2
74	M161	Glyph seal, greater
75	M205	Goggles of the golden sun^{SP}
76	D258	Headband of intellect +2
77	D260	Ioun stone, clear spindle
78	D261	Keoghtom's ointment
79	M115	Mask of mental armor
80	M200	Mask of the tiger^{SP}
81	M118	Necklace of warning
82	D263	Nolzur's marvelous pigments
83	D263	Pearl of power, 2nd-level spell
84	M118	Pendant of joy
85	D263	Periapt of Wisdom +2
86	D230	Ring of counterspells
87	M175	Rod of silence
88	M175	Rod of sure striking
89	M133	Scry shroud
90	D267	Stone salve
91	M206	Stormfire ring^{SP}
92	M139	Surcoat of valor
93	M143	Torc of power preservation
94	M213	Veil of storms^{SP}
95	M147	Vest of resistance +2
96	M190	Wilding clasp
97–100	M282	+2 armor/shield

9th-Level Items

d%	Page	Item Name
01	D228	Slaying arrow, greater
02	M72	Armbands of might
03	M156	Doss lute
04	M49	Crystal echoblade
05	D220	Elven chain
06	M16	Barricade buckler
07	M87	Circlet of wild surging
08–09	P215	Wand of cure critical wounds (10 charges)
10	P217	Wand of death ward (10 charges)
11	P233	Wand of freedom of movement (10 charges)
12	P245	Wand of greater invisibility (10 charges)
13	P243	Wand of ice storm (10 charges)
14	S173	Wand of repair critical damage^{SC} (10 charges)
15	M148	White cloak of the spider
16	D228	Shatterspike
17	M53	Living chain
18	D2263	Necklace of fireballs type III
19	M187	Strand of lightning
20	M183	Sacred scabbard
21	M188	Thorn pouch
22	P206	Eternal wand of blur
23	P216	Eternal wand of cure moderate wounds
24	P245	Eternal wand of invisibility
25	P254	Eternal wand of mirror image
26	S173	Eternal wand of repair moderate damage^{SC}
27	P275	Eternal wand of see invisibility
28	S193	Eternal wand of snake's swiftness^{SC}
29	P301	Eternal wand of web
30	P272	Scroll of greater restoration (D)
31	M150	Aroma of curdled death
32	M203	Barbs of retribution^{SP}
33	M73	Belt of the champion^{R}
34	D252	Circlet of persuasion
35	M157	Dragon's draught, blue
36	M157	Dragon's draught, silver
37	M104	Gem of the glitterdepth^{R}
38	M107	Goggles of day
39	M111	Helm of the purple plume^{R}
40	M115	Mask of lies
41	M128	Ring of vengeance
42–43	P223	Wand of dispel magic (CL 10th, 10 charges)
44–45	P231	Wand of fireball (CL 10th, 10 charges)
46–47	P248	Wand of lightning bolt (CL 10th, 10 charges)
48	P275	Wand of searing light (CL 10th, 10 charges)
49	M22	Shield of the severed hand^{R}
50	M48	Bowstaff
51	M168	Personal oasis
52	M47	Bladed crossbow
53	D266	Slippers of spider climbing
54	P293	Scroll of teleportation circle (A)
55	D260	Incense of meditation
56	M69	Amulet of fortune prevailing
57	D248	Bag of holding type II
58	M74	Belt of hidden pouches
59	M75	Bolt shirt
60	M78	Boots of swift passage
61	M79	Boots of tremorsense
62	M194	Bracers of aerial combat^{SP}
63	D250	Bracers of archery, lesser
64	M198	Bracers of blinding strike^{SP}
65	M82	Bracers of retaliation
66	M86	Circlet of mages
67	M88	Cloak of soulbound resistance
68	M89	Collar of healing
69	M90	Crimson dragonhide bracers
70	M25	Crystal of arrow deflection, greater
71	M25	Crystal of glancing blows, greater
72	M25	Crystal of lifekeeping, greater
73	M66	Truedeath crystal, lesser
74	M93	Deathstrike bracers
75	M156	Diamondskin decanter
76	M95	Dragonscale cloak^{R}
77	M65	Fiendslayer crystal, greater
78	M99	Fiery tunic
79	M102	Gauntlets of eldritch energy
80	M103	Gauntlets of lassitude
81	M104	Ghost shroud
82	M109	Hand of the oak father
83	M111	Helm of gazes
84	M208	Horn of resilience^{SP}
85	D235	Immovable rod
86	D260	Ioun stone, dusty rose prism
87	M113	*Ki* straps
88	M116	Mask of silent trickery
89	M166	Noble pennon
90	M167	Orb of blinding
91	M119	Platinum helm^{R}
92	M169	Portable foxhole
93	M120	Reciprocal bracers
94	M66	Revelation crystal, greater
95	M122	Ring of arming
96	M125	Ring of master artifice, lesser
97	M60	Spider fang
98	M144	Vampire torc
99	M147	Vestments of ebonsilk^{R}
100	M66	Witchlight reservoir

10th-Level Items

d%	Page	Item Name
01	M56	Raptor arrow^{R}
02	M123	Ring of the forcewall
03	M101	Gauntlets of the blood-lord^{R}
04	M52	Hooked hammer of the hearthfire^{R}
05	D220	Rhino hide
06	D259	Helm of comprehend languages and read magic
07	M164	Map of unseen lands^{R}
08	D268	Vest of escape
09	M52	Galeb duhr hammer
10	M46	Assassin whip
11	M62	Trident of serenity
12	M53	Manticore greatsword
13	D256	Eversmoking bottle
14	D262	Murlynd's spoon
15	D263	Necklace of fireballs type IV
16	D250	Boots of striding and springing
17	M157	Dragon's draught, gold
18	M157	Dragon's draught, red
19	M99	Eyes of truth
20	M176	Rope of climbing, superior
21	M140	Tabard of the great crusade^{R}
22	M189	Tome of ancient lore^{R}
23	D268	Wind fan
24	M21	Shield of the resolute^{R}
25	D221	Spined shield
26	M111	Helm of glorious recovery
27	M111	Helm of heroes
28	M60	Staff of the unyielding oak^{R}
29	M199	Claw gloves^{SP}
30	D263	Necklace of fireballs type V
31	M68	Amulet of emergency healing
32	D246	Amulet of mighty fists +1
33	M71	Amulet of wordtwisting

34	M74	Belt of priestly might
35	M76	Boots of big stepping
36	M78	Boots of sidestepping
37	M88	Cloak of the salamander
38	M155	Conduit rod
33	M155	Cornucopia of the needful$^{\text{R}}$
40	M64	Crystal of arcane steel, greater
41	M64	Crystal of life drinking, greater
42	M93	Deathguardian bracers
43	M96	Empowered spellshard, 3rd-level spell
44	M97	Executioner's hood$^{\text{R}}$
45	M99	Farspeaking amulet
46	M104	Gauntlets of weaponry arcane
47	M161	Globe of sunlight
48	M109	Gwaeron's boots
49	D260	Horseshoes of a zephyr
50	M164	Memento magica, 2nd-level spell
51	M205	Periapt of the sullen sea$^{\text{SP}}$
52	M64	Crystal of energy assault, greater
53	M65	Demolition crystal, greater
54	M65	Phoenix ash threat, greater
55	D264	Pipes of haunting
56	M169	Psychoactive skin of the celestial
57	M170	Psychoactive skin of ectoplasmic armor
58	M170	Psychoactive skin of the fiend
59	M121	Ring of adamantine touch
60	M123	Ring of essentia
61	M127	Ring of thunderclaps
62	M128	Ring of water breathing
63	M58	Rod of surprises
64	M175	Rod of transposition
65	M26	Rubicund frenzy, greater
66	M184	Shackles of silence
67	M216	Shirt of wraith stalking$^{\text{SP}}$
68	M59	Spectral dagger
69	M139	Strongarm bracers
70	M140	Tabard of the disembodied$^{\text{R}}$
71	M143	Torc of heroic sacrifice
72	M144	Toxic gloves
73	M144	Transposer cloak
74	M144	Unicorn pendant
75–77	P268	Scroll of raise dead (D)
78	M196	Shield of vigor$^{\text{SP}}$
79	M24	Wrapped tower
80	M136	Skull plaque
81	D257	Gloves of swimming and climbing
82	D248	Bag of tricks, tan
83	M101	Gauntlets of the blazing arc
84	M63	Whip of webs
85	M50	Dagger of defiance
86	M201	Scorpion kama$^{\text{SP}}$
87	M63	Viperblade
88	M50	Death spike
89	M60	Stonereaver
90	M61	Swordbow, light
91	M61	Swordbow
92	D252	Circlet of blasting, minor
93	M101	Gauntlet of infinite blades
94	M108	Greater piwafwi
95	M193	Helm of wounding sight$^{\text{SP}}$
96	D259	Horn of goodness/evil
97	M117	Monocle of perusal
98	M118	Phoenix helm
99	M215	Phylactery of virtue$^{\text{SP}}$
100	M130	Robe of retaliation

11TH-LEVEL ITEMS

d%	Page	Item Name
01	M192	Gauntlets of destruction$^{\text{SP}}$
02–03	P284	Wand of stoneskin (10 charges)
04	M61	Swordbow, great
05	M78	Boots of skating
06	M194	Gloves of endless javelins$^{\text{SP}}$
07	M105	Gloves of flame
08	D266	Robe of useful items
09	M190	Tomebound eye of Boccob
10	M213	Veil of whispers$^{\text{SP}}$
11	M51	The fist
12	M72	Armband of maximized healing
13	D249	Folding boat
14	D253	Cloak of the manta ray
15	D250	Bottle of air
16	M54	Morningstar of the many$^{\text{R}}$
17	M56	Rod of defiance
18	M60	Stunshot sling
19	D248	Bag of holding type III
20	D263	Periapt of health
21	D250	Boots of levitation
22	M96	Dreaming blindfold
23	D258	Harp of charming
24	M114	Lore gem
25	M125	Ring of mystic defiance
26	M125	Ring of mystic fire
27	M126	Ring of mystic lightning
28	M189	Tome of the stilled tongue$^{\text{R}}$
29–31	D246	Amulet of natural armor +2
32	M204	Belt of the wide earth$^{\text{SP}}$
33	M152	Blast globes
34	M85	Chasuble of fell power
35	M88	Cloak of stone
36	M64	Crystal of energy assault, greater
37	M100	Flesh ring of scorn
38	M101	Gauntlet of Gruumsh
39	M52	Ghost net
40	M105	Gloves of the balanced hand
41	M106	Gloves of incarnum theft
42	D258	Golem manual, flesh
43	D258	Hand of glory
44	M112	Horned helm
45–47	D260	Ioun stone, deep red sphere
48–50	D260	Ioun stone, incandescent blue sphere
51–53	D260	Ioun stone, pale blue rhomboid
54–56	D260	Ioun stone, pink and green sphere
57–59	D260	Ioun stone, pink rhomboid
60–62	D260	Ioun stone, scarlet and blue sphere
63	M26	Iron ward diamond, greater
64	M114	Lightning tunic
65	M200	Mantle of the predator$^{\text{SP}}$
66	M195	Medallion of aerial defense$^{\text{SP}}$
67	M116	Mesmerist's gloves
68	M117	Mindvault
69	M119	Psionatrix
70	M121	Ring of antivenom
71	M123	Ring of entropic deflection
72	D232	Ring of mind shielding
73–76	D232	Ring of protection +2
77	M177	Runestaff of charming
78	M132	Scentblinder
79	M183	Scrolls of uncertain provenance$^{\text{R}}$
80	M135	Shirt of the leech
81	M188	Talisman of undying fortitude
82	M142	Third eye penetrate
83	M144	Vambraces of warding
84–100	M282	+2 weapon

12TH-LEVEL ITEMS

d%	Page	Item Name
01	M153	Canaith mandolin
02	D254	Deck of illusions
03	D263	Necklace of fireballs type VI
04	M53	Mace of the dark children
05	M20	Millennial chainmail[R]
06	M95	Dragonfang gauntlets
07	M20	Owlfeather armor
08	M99	Fanged mask
09	D226	Dagger of venom
10	M63	Warlock's scepter
11	M48	Blazing skylance
12	M52	Forceful skylance
13	M46	Axe of ancestral virtue[R]
14	D251	Candle of invocation
15	M180	Runestaff of fire
16	M209	Crown of flames[SP]
17	D232	Ring of force shield
18	D232	Ring of the ram
19	D263	Necklace of fireballs type VII
20	M71	Ankh of ascension
21	M151	Battle bridle
22	M75	Blindfold of true darkness
23	D250	Bracers of armor +3
24	M84	Cat's-eye brooch
25	D253	Cloak of resistance +3
26	M154	Cognizance crystal, 5 points
27	M155	Daern's instant tent
28	D254	Decanter of endless water
29	M194	Helm of the hunter[SP]
30	D236	Metamagic rod, Empower, lesser
31	M165	Metamagic rod, Reach, lesser
32	M165	Mirror of time hop
33	D263	Necklace of adaptation
34	D263	Pearl of power, 3rd-level spell
35	M121	Retributive amulet
36	M57	Rod of the recluse[R]
37	M198	Sandals of the light step[SP]
38	M183	Scepter of the netherworld
39	M134	Shirt of bone
40	M134	Shirt of chains
41	M136	Shirt of the treant
42	M187	Stunning spike
43	M147	Vest of resistance +3
44–46	M282	+3 armor/shield
47	M51	Dwarf crusher
48	D256	Figurine of wondrous power, serpentine owl
49	M23	Wight hide shield
50	D221	Lion's shield
51	M59	Skewer-of-gnomes[R]
52	M59	Spear of retribution[R]
53	M50	Dawnstar[R]
54	M54	Pick of piercing
55	M61	Sword of virtue beyond reproach[R]
56	M55	Rapier of desperate measures[R]
57	M55	Rapier of unerring direction[R]
58	M60	Sword of mighty thews[R]
59	D267	Strand of prayer beads, lesser
60	M71	Angelhelm
61	M177	Runestaff of the assassin
62	D248	Bag of holding type IV
63	M82	Bracers of wind
64	M90	Crystal mask of detection
65	M90	Crystal mask of discernment
66	M91	Crystal mask of dread
67	M92	Crystal mask of mindarmor
68	M92	Crystal mask of psionic craft
69	M92	Crystal mask of visual insight
70	M25	Crystal of mind cloaking, greater
71	D268	Druid's vestment
72	M98	Eyes of power leech
73	M99	Fiendhelm
74	D256	Figurine of wondrous power, bronze griffon
75	D256	Figurine of wondrous power, ebony fly
76	M104	Ghoul gauntlets
77	D257	Glove of storing
78	D260	Ioun stone, dark blue rhomboid
79	M113	Lenses of true form
80	M117	Mind blade gauntlet, lesser
81	M171	Psychoactive skin of power damping
82	M122	Ring of avoidance
83	D230	Ring of improved climbing
84	D232	Ring of improved jumping
85	D233	Ring of improved swimming
86	M126	Ring of self-sufficiency
87	M127	Ring of soulbound protection
88	M130	Robe of mysterious conjuration
89	M174	Rod of reversal[R]
90	M175	Rod of undead mastery
91	M131	Sandals of springing
92	M185	Soul anchor
93	M137	Soulstone
94	D267	Stone horse, courser
95	M140	Third eye aware
96	M141	Third eye concentrate
97	M141	Third eye gather
98	M142	Third eye powerthieve
99	M66	Truedeath crystal, greater
100	M146	Vest of the master evoker

13TH-LEVEL ITEMS

d%	Page	Item Name
01	D252	Cape of the mountebank
02	D229	Trident of warning
03–04	M18	Foxhide armor
05	M18	Ghoul shell armor
06–07	D219	Adamantine breastplate
08	M210	Talon scepter[SP]
09	M47	Axe of the sea reavers
10	M165	Metamagic rod, Substitution
11	D236	Rod of metal and mineral detection
12	M56	Rod of cats
13–14	M139	Storm gauntlets
15	M187	Strand of acid pearls
16–19	P216	Eternal wand of cure serious wounds
20	P223	Eternal wand of displacement
21–22	P245	Eternal wand of invisibility sphere
23–25	P248	Eternal wand of lightning bolt
26	S193	Eternal wand of mass snake's swiftness[SC]
27	S173	Eternal wand of repair serious damage[SC]
28	D230	Ring of animal friendship
29	M69	Amulet of inviolate form
30–31	M79	Boots of tracklessness
32	M206	Bracers of lightning[SP]
33	M89	Cloak of turn resistance
34	M103	Gauntlets of mindfire
35	D236	Metamagic rod, Enlarge
36	D236	Metamagic rod, Extend
37	M165	Metamagic rod, Sculpting
38	D236	Metamagic rod, Silent
39	D264	Phylactery of undead turning
40	D234	Rod of cancellation
41–42	M178	Runestaff of eyes
43	M212	Veil of doors[SP]

44	D257	Gauntlet of rust
45–46	M125	Ring of lightning flashes
47–48	M73	Belt of battle
49	M203	Blood claw choker^{SP}
50–51	D250	Boots of speed
52	M156	Dove's harp
53	M160	Flesheater
54	D258	Goggles of night
55	D258	Golem manual, clay
56	M162	Horn of plenty
57	M115	Mantle of second chances
58	D262	Medallion of thoughts
59	D264	Pipes of pain
60	M170	Psychoactive skin of the claw
61	M121	Riding boots
62–64	D232	Ring of energy resistance, minor
65–66	M127	Ring of spell-battle
67–68	D237	Rod of wonder
69	M131	Ruby cincture of immutability
70	M178	Runestaff of entrapment
71	M181	Runestaff of size alteration
72	M135	Shirt of resilience
73	M137	Spare hand
74–75	M198	Vest of free movement^{SP}
76	M147	Wand bracelet
77	M148	Water cloak
78–79	M195	Winged vest^{SP}
80	M20	Serpent armor
81	M19	Hawkfeather armor
82–84	P272	Scroll of resurrection (D)
85	M49	Chromatic rod^{R}
86	M58	Rogue blade
87	M48	Bow of songs
88	D249	Boccob's blessed book
89	M109	Hat of anonymity
90–91	D230	Ring of chameleon power
92	D228	Shifter's sorrow
93	M84	Cannith goggles
94	M88	Cloak of soulbound resistance, greater
95	M100	Fireflower pendant
96	D257	Gem of brightness
97	D261	Lyre of building
98–99	D248	Monk's belt
100	D236	Python rod

14TH-LEVEL ITEMS

d%	Page	Item Name
01	M19	Kyton armor
02	M192	Breastplate of terror^{SP}
03	M164	Memento magica, 3rd-level spell
04	M216	Choker of life protection^{SP}
05	D252	Cloak of arachnida
06	M107	Gloves of the titan's grip
07	M162	Harrow rod
08	M165	Metamagic rod, Chaining, lesser
09	D236	Metamagic rod, Maximize, lesser
10	M181	Runestaff of night
11	M61	Tentacle rod
12	M145	Veil of allure
13	M17	Electric eel hide
14	M23	Wight armor
15	M16	Bearskin armor
16	D267	Stone horse, destrier
17	D248	Belt of dwarvenkind
18	M72	Badge of the svirfneblin
19	M151	Banner of the storm's eye
20	M75	Blindhelm
21	M86	Circlet of rapid casting
22	M93	Desperation chain
23	M112	Incarnum focus (DM's choice)
24	M118	Moonstone mask
25	D264	Periapt of wound closure
26	M171	Psychoactive skin of nimbleness
27	M170	Psychoactive skin of the chameleon
28	M172	Quiver of energy
29	D233	Ring of water walking
30	D235	Rod of flame extinguishing
31	M58	Rod of whips
32	M181	Runestaff of opening
33	M134	Shirt of angels
34	M134	Shirt of demonskin
35	M134	Shirt of the fey
36	M134	Shirt of the inevitable
37	M135	Shirt of ironskin
38	M135	Shirt of slaadskin
39	M135	Shirt of the moon
40	M186	Spider rod
41	M142	Third eye repudiate
42	D260	Horn of the tritons
43	D263	Pearl of the sirines
44	D256	Figurine of wondrous power, onyx dog
45	M68	Amulet of catapsi
46	D246	Amulet of health +4
47	D248	Belt of giant strength +4
48	D250	Bracers of armor +4
49	D253	Cloak of Charisma +4
50	D253	Cloak of resistance +4
51	M154	Cognizance crystal, 7 points
52	D257	Gloves of Dexterity +4
53	M107	Goggles of draconic vision
54	D258	Headband of intellect +4
55	D263	Pearl of power, 4th-level spell
56	D263	Periapt of Wisdom +4
57	M122	Ring of dragon friendship
58	M124	Ring of greater counterspells
59	M182	Runestaff of the undying
60	M182	Runestaff of vision
61	D266	Scabbard of keen edges
62	M212	Serpent veil^{SP}
63	M133	Shadow veil
64	M147	Vest of resistance +4
65	M147	War wizard cloak
66	D250	Winged boots
67–70	M282	+4 armor/shield
71	M24	Zombie hide armor
72	D256	Figurine of wondrous power, golden lions
73	D220	Dwarven plate
74	D244	Staff of charming
75	D252	Chime of interruption
76	M16	Armor of the fallen leaves^{R}
77	D250	Broom of flying
78	D256	Figurine of wondrous power, marble elephant
79	M22	Tigerskin armor
80	D221	Winged shield
81	D246	Amulet of natural armor +3
82	M85	Chasuble of fell power, greater
83	M157	Dragondoom scepter
84	M108	Goggles of the ebon hunter
85	D260	Ioun stone, iridescent spindle
86	M122	Ring of divergence
87	M124	Ring of the icy soul
88	D232	Ring of protection +3
89	D233	Ring of spell storing, minor
90	M130	Rogue's vest
91	M180	Runestaff of forced happiness

92	M139	Surge crystal
93–100	M282	+3 weapon

15TH-LEVEL ITEMS

d%	Page	Item Name
01	D226	Assassin's dagger
02	M154	Cli lyre
03	M17	Dragonrider armor
04	M57	Rod of enervating strike
05	M57	Rod of freedom
06	D229	Trident of fish command
07	D220	Banded mail of luck
08	D250	Bracelet of friends
09	M180	Runestaff of illusion
10	M182	Runestaff of transportation
11	D237	Viper rod
12	M73	Beholder crown
13	M75	Bone ring
14–15	D252	Carpet of flying, 5 ft. by 5 ft.
16–17	M84	Casting glove
18	M91	Crystal mask of insight
19	M98	Eyes of power leech, vampiric
20	D259	Horn of blasting
21–22	D260	Ioun stone, pale lavender ellipsoid
23–24	D260	Ioun stone, pearly white spindle
25	M163	Lens of the desert
26–27	D264	Portable hole
28	M121	Ring of arcane might
29	D232	Ring of invisibility
30	D233	Ring of wizardry I
31	M180	Runestaff of frost
32	M132	Scarab of stabilization
33	D267	Stone of good luck
34	M63	Water whip
35	M50	Dagger of denial^{R}
36	M58	Ruby blade^{R}
37	M49	Cudgel that never forgets^{R}
38	M48	Chain of obeisance^{R}
39	D226	Flame tongue
40	D256	Figurine of wondrous power, ivory goats
41	M109	Gwaeron's belt
42	M129	Robe of arcane might
43	D266	Rope of entanglement
44	M177	Runestaff of divination
45	M18	Exoskeleton armor
46	M78	Boots of the mountain king, greater
47	M87	Cloak of battle
48	D258	Golem manual, stone
49	D262	Mask of the skull
50	M212	Turquoise veil^{SP}
51	D227	Luck blade (0 wishes)
52	M53	Lash of sands
53	D228	Sword of subtlety
54	D228	Sword of the planes
55	D220	Celestial armor
56	M176	Runestaff of the artisan
57	D227	Nine lives stealer
58	D262	Mattock of the titans
59	D235	Rod of enemy detection
60	D252	Circlet of blasting, major
61	D246	Amulet of mighty fists +2
62	D253	Cloak of displacement, minor
63	D259	Helm of underwater action
64	M164	Memento magica, 4th-level spell
65	M117	Mind blade gauntlet
66	M170	Psychoactive skin of celestial embrace
67	M170	Psychoactive skin of fiendish embrace
68	M178	Runestaff of earth and stone
69	M136	Shroud of scales
70	M142	Third eye sense
71	M20	Overhead shield
72	M165	Metamagic rod, Substitution, greater
73	D236	Metamagic rod, Enlarge, greater
74	D236	Metamagic rod, Extend, greater
75	M165	Metamagic rod, Sculpting, greater
76	D236	Metamagic rod, Silent, greater
77	M54	Quarterstaff of battle
78	D220	Plate armor of the deep
79	D245	Staff of swarming insects
80	D250	Bracers of archery, greater
81	D250	Bracers of armor +5
82–83	D253	Cloak of resistance +5
84	M154	Cognizance crystal, 9 points
85	D256	Eyes of doom
86	M164	Magic siphon
87	D263	Pearl of power, 5th-level spell
88	D232	Ring of evasion
89	M125	Ring of master artifice
90	D233	Ring of X-ray vision
91	D236	Rod of splendor
92	D237	Rod of withering
93	M177	Runestaff of conjuration
94	M178	Runestaff of evocation
95	M182	Runestaff of transmutation
96	M147	Vest of resistance +5
97–100	M282	+5 armor/shield

16TH-LEVEL ITEMS

d%	Page	Item Name
01	D262	Maul of the titans
02	D220	Breastplate of command
03	D227	Oathbow
04	D228	Sword of life stealing
05	M80	Bracers of dawn
06	D252	Cloak of the bat
07	M88	Cloak of thorns
08	D261	Iron bands of Bilarro
09	M127	Ring of soulbound protection, greater
10	M177	Runestaff of cacophony
11	M59	Scourge of pain
12	D220	Mithral full plate of speed
13	D253	Cube of frost resistance
14	D259	Helm of telepathy
15	D263	Periapt of proof against poison
16	D230	Ring of blinking
17	D265	Robe of scintillating colors
18	M177	Runestaff of destruction
19–20	D261	Manual of bodily health +1
21–22	D262	Manual of gainful exercise +1
23–24	D262	Manual of quickness in action +1
25–26	D268	Tome of clear thought +1
27–28	D268	Tome of leadership and influence +1
29–30	D268	Tome of understanding +1
31–32	D244	Staff of healing
33	D255	Dimensional shackles
34–35	D232	Ring of energy resistance, major
36	D256	Figurine of wondrous power, obsidian steed
37–38	D244	Staff of fire
39–45	P296	Scroll of true resurrection (D)
46	D245	Staff of size alteration
47	D255	Drums of panic
48–49	D260	Ioun stone, orange prism
50–51	D260	Ioun stone, pale green prism
52–53	D261	Lantern of revealing
54	M128	Ring of vanishing
55–56	M128	Rings of force armor (pair)

57	D265	Robe of blending
58	M176	Runestaff of the architect
59	M178	Runestaff of ethereal action
60–62	D246	Amulet of natural armor +4
63	M170	Psychoactive skin of the defender
64–66	D232	Ring of protection +4
67	M176	Runestaff of abjuration
68	M178	Runestaff of enchantment
69	M180	Runestaff of necromancy
70–87	M282	+4 weapon
88	M150	Anstruth harp
89	D236	Metamagic rod, Empower
90	M165	Metamagic rod, Reach
91	D237	Rod of thunder and lightning
92	M112	Impervious vestment
93	M180	Runestaff of illumination
94	D247	Amulet of proof against detection and location
95–96	D252	Carpet of flying, 5 ft. by 10 ft.
97	D258	Golem manual, iron
98	D236	Metamagic rod, Quicken, lesser
99–100	M182	Runestaff of time

17th-Level Items

d%	Page	Item Name
01–03	D246	Amulet of health +6
04–06	D248	Belt of giant strength +6
07–08	D250	Bracers of armor +6
09–11	D253	Cloak of Charisma +6
12	M88	Cloak of the salamander, greater
13	M154	Cognizance crystal, 11 points
14–16	D257	Gloves of Dexterity +6
17–19	D258	Headband of intellect +6
20	D260	Ioun stone, vibrant purple prism
21–22	D263	Pearl of power, 6th-level spell
23–25	D263	Periapt of Wisdom +6
26–27	M126	Ring of negative protection
28–29	M126	Ring of positive protection
30	M190	Truelight lantern
31–39	M282	+6 armor/shield
40	M23	Vampire hide armor
41	M129	Robe of the inferno
42–43	D236	Rod of negation
44–45	M182	Runestaff of the undead slayer
46–47	M164	Memento magica, 5th-level spell
48–49	M206	Robe of thunder^{SP}
50–51	D266	Scarab of protection
52	M51	Explosive sling
53–54	M181	Runestaff of power
55	D227	Mace of terror
56–57	M56	Rod of celestial might
58–59	M70	Amulet of second chances
60–62	D260	Ioun stone, lavender and green ellipsoid
63	M171	Psychoactive skin of iron
64	M172	Psychoactive skin of the spider
65	D265	Ring gates
66–71	D232	Ring of freedom of movement
72–73	D233	Ring of wizardry II
74–75	M132	Scarab of invulnerability
76	D227	Life-drinker
77–78	M17	Earthplate armor
79	D253	Crystal ball
80	M117	Mind blade gauntlet, greater
81–82	M79	Boots of temporal acceleration
83	D258	Golem manual, greater stone
84–88	D232	Ring of energy resistance, greater
89–90	M126	Ring of nine lives
91–92	D267	Strand of prayer beads
93–95	M180	Runestaff of insanity
96–97	D229	Sylvan scimitar
98	D263	Orb of storms
99	M178	Runestaff of fiendish darkness
100	M62	Tentacle rod, greater

18th-Level Items

d%	Page	Item Name
01	D244	Staff of illumination
02	D250	Boots of teleportation
03–05	D250	Bracers of armor +7
06	M154	Cognizance crystal, 13 points
07	D263	Pearl of power, 7th-level spell
08–13	M282	+7 armor/shield
14	D246	Amulet of natural armor +5
15	D253	Cloak of displacement, major
16	M206	Cloudwalker anklets^{SP}
17	D253	Crystal ball with see invisibility
18	D260	Horn of Valhalla
19	M210	Phoenix cloak^{SP}
20	D232	Ring of friend shield (pair)
21–24	D232	Ring of protection +5
25	D232	Ring of shooting stars
26	D233	Ring of spell storing
27	D234	Rod of absorption
28	D235	Rod of flailing
29–42	M282	+5 weapon
43	M166	Ollamh harp
44	D221	Absorbing shield
45	D227	Rapier of puncturing
46	D228	Sun blade
47	D253	Crystal ball with detect thoughts
48	D220	Demon armor
49	D246	Amulet of mighty fists +3
50	M164	Memento magica, 6th-level spell
51	M165	Metamagic rod, Chaining
52–53	D236	Metamagic rod, Maximize
54	D268	Wings of flying
55	D226	Frost brand
56	D253	Cloak of etherealness
57	D254	Daern's instant fortress
58	M95	Dragon's eye amulet
59–60	D261	Manual of bodily health +2
61–62	D262	Manual of gainful exercise +2
63–64	D262	Manual of quickness in action +2
65–66	D268	Tome of clear thought +2
67–68	D268	Tome of leadership and influence +2
69–70	D268	Tome of understanding +2
71	D256	Eyes of charming
72	D244	Staff of frost
73	D265	Robe of stars
74	D244	Staff of defense
75–76	D252	Carpet of flying, 10 ft. by 10 ft.
77	D254	Darkskull
78	M171	Psychoactive skin of fiery response
79–81	M128	Ring of universal energy resistance, minor
82	M173	Rod of force
83	D236	Rod of rulership
84	D226	Dwarven thrower
85	M172	Psychoactive skin of the troll
86	M125	Ring of master artifice, greater
87	D236	Rod of security
88	D253	Cube of force
89	D227	Luck blade (1 wish)
90–93	D250	Bracers of armor +8
94	M154	Cognizance crystal, 15 points
95	D263	Pearl of power, 8th-level spell
96–100	M282	+8 armor/shield

19th-Level Items

d%	Page	Item Name
01–03	D243	Staff of abjuration
04–06	D244	Staff of conjuration
07–09	D244	Staff of enchantment
10–12	D244	Staff of evocation
13–15	D244	Staff of illusion
16–18	D244	Staff of necromancy
19–21	D245	Staff of transmutation
22–23	D253	Crystal ball with telepathy
24–25	D259	Horn of blasting, greater
26–28	D263	Pearl of power, two spells
29–32	D233	Ring of wizardry III
33–36	D235	Rod of lordly might
37–52	M282	+6 weapon
53–56	D236	Metamagic rod, Empower, greater
57–60	M165	Metamagic rod, Reach, greater
61–62	D259	Helm of teleportation
63–66	M164	Memento magica, 7th-level spell
67–70	D244	Staff of divination
71–73	D257	Gem of seeing
74–77	D233	Ring of telekinesis
78–81	D265	Robe of the archmagi
82–85	M181	Runestaff of passage
86–87	D227	Mace of smiting
88–91	D236	Metamagic rod, Quicken
92–94	D261	Mantle of faith
95–96	M171	Psychoactive skin of the hero
97–100	D253	Crystal ball with true seeing

20th-Level Items

d%	Page	Item Name
01–03	D244	Staff of earth and stone
04–05	M154	Cognizance crystal, 17 points
06–08	D263	Pearl of power, 9th-level spell
09–14	M282	+9 armor/shield
15	D268	Well of many worlds
16–19	D261	Manual of bodily health +3
20–23	D262	Manual of gainful exercise +3
24–27	D262	Manual of quickness in action +3
28–31	D268	Tome of clear thought +3
32–35	D268	Tome of leadership and influence +3
36–39	D268	Tome of understanding +3
40–42	D234	Rod of alertness
43	D247	Apparatus of Kwalish
44–47	D261	Mantle of spell resistance
48–49	M172	Psychoactive skin of the psion
50–53	D232	Ring of regeneration
54–55	D262	Mirror of opposition
56–57	D267	Strand of prayer beads, greater
58–59	D246	Amulet of mighty fists +4
60–61	M164	Memento magica, 8th-level spell
62–65	D233	Ring of three wishes
66–67	D256	Eyes of petrification
68–82	M282	+7 weapon
83–84	D233	Ring of spell turning
85–86	D250	Bowl of commanding water elementals
87–88	D250	Brazier of commanding fire elementals
89–90	D252	Censer of controlling air elementals
91–92	D233	Ring of wizardry IV
93–94	D267	Stone of controlling earth elementals
95–100	M282	+10 armor/shield

21st-Level Items

d%	Page	Item Name
01–06	D245	Staff of the woodlands
07–14	D227	Luck blade (2 wishes)
15–23	D261	Manual of bodily health +4
24–32	D262	Manual of gainful exercise +4
33–41	D262	Manual of quickness in action +4
42–50	D268	Tome of clear thought +4
51–59	D268	Tome of leadership and influence +4
60–68	D268	Tome of understanding +4
69–74	D247	Amulet of the planes
75–83	M128	Ring of universal energy resistance, major
84–90	D265	Robe of eyes
91–95	M141	Third eye conceal
96–100	M141	Third eye dominate

22nd-Level Items

d%	Page	Item Name
01–10	D226	Holy avenger
11–15	M164	Memento magica, 9th-level spell
16–20	M165	Metamagic rod, Chaining, greater
21–25	D236	Metamagic rod, Maximize, greater
26–29	D258	Helm of brilliance
30–33	D230	Ring of djinni calling
34–58	M282	+8 weapon
59–65	D261	Manual of bodily health +5
66–72	D262	Manual of gainful exercise +5
73–79	D262	Manual of quickness in action +5
80–86	D268	Tome of clear thought +5
87–93	D268	Tome of leadership and influence +5
94–100	D268	Tome of understanding +5

23rd-Level Items

d%	Page	Item Name
01–25	D227	Luck blade (3 wishes)
26–43	D255	Efreeti bottle
44–63	D246	Amulet of mighty fists +5
64–83	D244	Staff of life
84–100	D252	Chaos diamond

24th-Level Items

d%	Page	Item Name
01–30	M282	+9 weapon
31–40	D254	Cubic gate
41–51	D261	Iron flask
52–61	D236	Metamagic rod, Quicken, greater
62–73	D245	Staff of passage
74–81	D262	Mirror of mental prowess
82–100	M128	Ring of universal energy resistance, greater

25th-Level Items

d%	Page	Item Name
01–08	D262	Mirror of life trapping
09–16	D231	Ring of elemental command (air)
17–24	D231	Ring of elemental command (earth)
25–32	D231	Ring of elemental command (fire)
33–40	D231	Ring of elemental command (water)
41–50	D233	Ring of spell storing, major
51–58	M145	Vest of the archmagi
59–88	M282	+10 weapon
89–100	D245	Staff of power*

* Though this item's price actually puts it at 26th level, it is included in this list.

RANDOM ARMOR, SHIELDS, AND WEAPONS

To randomly generate magic armor, weapons, or shields, follow these steps:

Step 1: Determine the item's type by rolling on Table A–3: Random Armor/Shield Types or Table A–4: Random Weapon Types. If you are creating an item with a +1 enhancement bonus, you're done. Otherwise, go to Step 2.

Step 2: Go to the table showing the correct bonus value. For example, if you rolled *+5 full plate*, use the +5 Bonus Table (page 285). This table will tell you whether the item has only an enhancement bonus or both an enhancement bonus and one or more properties.

Step 3: If you need to determine any properties, go to Table A–5: Random Armor/Shield Properties or Table A–6: Random Weapon Properties. For armor and shields, roll on the left percentile column if you are generating armor and on the right for a shield. For weapons, roll on the left percentile column for a melee weapon and the right colum for a ranged one. Items that are restricted to more specific types of weapons have footnotes. If you roll a property that is inappropriate for that type of item (as indicated by a note beneath the table), reroll.

TABLE A–3: RANDOM ARMOR/SHIELD TYPES

d%	Armor or Shield	Price
01–02	Padded	155 gp
03–06	Leather	160 gp
07–21	Studded leather	175 gp
22–37	Chain shirt	250 gp
38–52	Hide	165 gp
53–55	Scale mail	200 gp
56–59	Chainmail	300 gp
60–74	Breastplate	350 gp
75–77	Splint mail	350 gp
78–81	Banded mail	400 gp
82–85	Half-plate	750 gp
86–92	Full plate	1,650 gp
93	Buckler	165 gp
94–95	Shield, light wooden	153 gp
96	Shield, light steel	159 gp
97–98	Shield, heavy wooden	157 gp
99	Shield, heavy steel	170 gp
100	Shield, tower	180 gp

TABLE A–4: RANDOM WEAPON TYPES

d%	Weapon	Price
01–02	Arrows (50)	350 gp
03	Axe, orc double	660 gp
04	Axe, throwing	308 gp
05	Battleaxe	310 gp
06	Bolas	305 gp
07–08	Bolts, crossbow (50)	350 gp
09–10	Bullets, sling (50)	350 gp
11	Chain, spiked	325 gp
12	Club	300 gp
13	Crossbow, hand	400 gp
14–15	Crossbow, heavy	350 gp
16–17	Crossbow, light	335 gp
18	Crossbow, repeating heavy	700 gp
19	Crossbow, repeating light	550 gp
20–21	Dagger	302 gp
22	Dagger, punching	302 gp
23	Dart	300 gp
24	Falchion	375 gp
25	Flail, dire	690 gp
26	Flail, heavy	315 gp
27	Flail, light	308 gp
28	Gauntlet	302 gp
29	Gauntlet, spiked	305 gp
30	Glaive	308 gp
31–32	Greataxe	320 gp
33	Greatclub	305 gp
34–35	Greatsword	350 gp
36	Guisarme	309 gp
37	Halberd	310 gp
38	Hammer, gnome hooked	620 gp
39	Hammer, light	301 gp
40	Handaxe	306 gp
41	Javelin	301 gp
42	Kama	302 gp
43	Kukri	308 gp
44	Lance	310 gp
45–46	Longbow	375 gp
47	Longbow, composite (+0 Str bonus)	400 gp
48	Longbow, composite (+1 Str bonus)	500 gp
49	Longbow, composite (+2 Str bonus)	600 gp
50	Longbow, composite (+3 Str bonus)	700 gp
51	Longbow, composite (+4 Str bonus)	800 gp
52	Longbow, composite (+5 Str bonus)	900 gp
53	Longspear	305 gp
54–55	Longsword	315 gp
56–57	Mace, heavy	312 gp
58	Mace, light	305 gp
59	Morningstar	308 gp
60	Net	320 gp
61	Nunchaku	302 gp
62	Pick, heavy	308 gp
63	Pick, light	304 gp
64–65	Quarterstaff	600 gp
66	Ranseur	310 gp
67–68	Rapier	320 gp
69	Sai	301 gp
70	Sap	301 gp
71–72	Scimitar	315 gp
73	Scythe	318 gp
74–75	Shortbow	330 gp
76	Shortbow, composite (+0 Str bonus)	375 gp
77	Shortbow, composite (+1 Str bonus)	450 gp
78	Shortbow, composite (+2 Str bonus)	525 gp
79	Shortbow, composite (+3 Str bonus)	625 gp
80	Shortbow, composite (+4 Str bonus)	725 gp
81	Shortbow, composite (+5 Str bonus)	825 gp
82–83	Shortspear	301 gp
84	Shuriken	301 gp
85	Siangham	303 gp
86	Sickle	306 gp
87–88	Sling	300 gp
89	Spear	302 gp
90–91	Sword, bastard	335 gp
92–93	Sword, short	310 gp
94	Sword, two-bladed	700 gp
95	Trident	315 gp
96	Urgrosh, dwarven	650 gp
97	Waraxe, dwarven	330 gp
98	Warhammer	312 gp
99	Whip	301 gp
100	Other/DM's choice	—

+2 Bonus

d%	Enhancement Bonus/Property
01–62	+2 enhancement
63–100	+1 enhancement, +1 property

+3 Bonus

d%	Enhancement Bonus/Property
01–44	+3 enhancement
45–79	+2 enhancement, +1 property
80–91	+1 enhancement, +2 property
92–100	+1 enhancement, two +1 properties

+4 Bonus

d%	Enhancement Bonus/Property
01–44	+4 enhancement
45–79	+3 enhancement, +1 property
80–91	+2 enhancement, +2 property
92–100	+1 enhancement, +3 property

+5 Bonus

d%	Enhancement Bonus/Property
01–40	+5 enhancement
41–75	+4 enhancement, +1 property
76–88	+3 enhancement, +2 property
89–95	+2 enhancement, +3 property
96–100	+1 enhancement, +4 property

+6 Bonus

d%	Enhancement Bonus/Property
01–43	+5 enhancement, +1 property
44–77	+4 enhancement, +2 property
78–89	+3 enhancement, +3 property
90–95	+2 enhancement, +4 property
96–100	+1 enhancement, +5 property

+7 Bonus

d%	Enhancement Bonus/Property
01–47	+5 enhancement, +2 property
48–79	+4 enhancement, +3 property
80–92	+3 enhancement, +4 property
93–100	+2 enhancement, +5 property

+8 Bonus

d%	Enhancement Bonus/Property
01–52	+5 enhancement, +3 property
53–85	+4 enhancement, +4 property
86–100	+3 enhancement, +5 property

+9 Bonus

d%	Enhancement Bonus/Property
01–52	+5 enhancement, +4 property
53–85	+4 enhancement, +3 property, +2 property
86–100	+4 enhancement, +5 property*

+10 Bonus

d%	Enhancement Bonus/Property
01–50	+5 enhancement, +3 property, +2 property
51–85	+5 enhancement, +5 property
86–100	+4 enhancement, two +3 properties

Table A–5: Random Armor/Shield Properties

+1 Property

Armor d%	Shield d%	Page	Item Name
01–02	—	M6	Agility
03–04	—	M15	Stamina
—	01–07	M12	Heartening
05–06	—	M9	Blueshine[1]
07–08	—	M10	Easy travel
09–11	08–14	M9	Called
12–14	15–17	M9	Commander
15–17	—	D219	Glamered
18–20	18–23	M9	Daylight
21–24	24–29	M13	Mindarmor
25–27	30–32	M6	Acidic
28–31	33–36	M6	Anchoring
—	37–40	D218	Arrow catching
—	41–48	D218	Bashing
—	49–56	D218	Blinding
32–35	—	M9	Blurring
36–38	57–59	M10	Death ward
39–41	—	M10	Displacement
42–44	—	M10	Dragondodger[2]
45–47	—	M10	Ectoplasmic feedback
48–50	60–68	D219	Fortification, light
51–54	69–76	M11	Ghost ward
55–58	—	M13	Mobility[2]
59–62	—	M13	Nimbleness
—	77–84	M13	Ranged[4]
63–64	85–89	M14	Soulbound
65–67	—	M15	Styptic
68–70	—	M15	Twilight
—	90–100	M15	Variable
71–73	—	M7	Balance
74–77	—	D219	Shadow
78–81	—	D219	Silent moves
82–85	—	D219	Slick
86–88	—	M9	Buoyant
89–91	—	M12	Landing
92–94	—	M6	Agility, improved[S]
95–97	—	M15	Stamina, improved[S]
98–100	—	M13	Quickness

+2 Property

Armor d%	Shield d%	Page	Item Name
01–03	—	M11	Gilled
04–08	01–08	M12	Linked
—	09–13	M12	Manifester
09–17	14–20	M14	Speed
18–25	—	M12	Healing
26–32	21–24	M6	Anchoring, greater[S]
—	25–33	D218	Animated
—	34–41	D218	Arrow deflection
33–39	42–49	M7	Axeblock
40–43	—	M7	Beastskin
—	50–57	M11	Ectoplasmic wall
44–51	58–66	M11	Energy defense[S,3]
52–60	67–75	M11	Energy immunity[3]
61–67	76–83	M12	Hammerblock
68–73	—	M14	Retaliation
74–80	84–91	M14	Spearblock
81–88	92–100	D219	Spell resistance (13)
89–93	—	M15	Woodwalk
94–100	—	M12	Magic-eating

+3 Property

Armor d%	Shield d%	Page	Item Name
01	—	M10	Deepdweller
02–05	—	M7	Balance, improved[S]
06–09	—	M6	Agility, greater[S]
10–13	—	M15	Stamina, greater[S]
14–17	—	M7	Bane blind
18–22	—	M9	Blinking
23–26	01–07	M11	Fearsome
27–31	—	D219	Shadow, improved

32–37	—	D219	Silent moves, improved
38–42	—	D219	Slick, improved
—	08–14	M7	Averter
43–46	—	M9	Blurring, greater[S]
47–51	15–22	D219	Fortification, moderate
52–55	23–30	D219	Ghost touch
56–59	—	D219	Invulnerability
60–62	—	M14	Roaring
63–64	31–33	M14	Soulbound, greater[S]
65–69	34–42	D219	Spell resistance (15)
70–73	43–49	M15	Vanishing
74–76	50–54	D219	Wild
77–81	55–63	D217	Acid resistance
82–86	64–72	D218	Cold resistance
87–91	73–81	D218	Electricity resistance
92–96	82–90	D218	Fire resistance
97–99	91–98	D219	Sonic resistance
100	99–100	—	+2 property, +1 property

+4 Property

Armor d%	Shield d%	Page	Item Name
01–07	—	M13	Radiant
08–19	01–37	D219	Spell resistance (17)
20–28	—	M13	Menacing
29–38	—	M12	Healing, greater[S]
39–48	—	M7	Balance, greater[S]
49–58	—	D219	Shadow, greater
59–69	—	D219	Silent moves, greater
70–78	—	D219	Slick, greater
79–89	38–62	—	+3 property, +1 property
90–100	63–100	—	two +2 properties

+5 Property

Armor d%	Shield d%	Page	Item Name
01–04	01–04	D219	Fortification, heavy
05–09	—	M11	Freedom
—	05–11	D219	Reflecting
10–15	12–18	D219	Spell resistance (19)
—	19–24	M15	Time buttress
16–19	25–28	M6	Aporter
20–24	—	M12	Masking
25–32	29–36	D217	Acid resistance, improved
33–40	37–44	D218	Cold resistance, improved
41–48	45–52	D218	Electricity resistance, improved
49–56	53–60	D219	Fire resistance, improved
57–63	61–67	D219	Sonic resistance, improved
64–68	—	D218	Etherealness
69–70	68–69	D219	Undead controlling
71–76	70–75	D218	Acid resistance, greater
77–82	76–81	D218	Cold resistance, greater
83–88	82–87	D218	Electricity resistance, greater
89–94	88–93	D219	Fire resistance, greater
95–98	94–98	D219	Sonic resistance, greater
99	99	—	+4 property, +1 property
100	100	—	+3 property, +2 property

S Synergy items include the value of their synergy prerequisite properties.
1 Metal armor only.
2 Light armor only.
3 The DM chooses the type of energy for this item.
4 Can't be applied to tower shields.

Table A–6: Random Weapon Properties

+1 Bonus

Melee d%	Ranged d%	Page	Item Name
01	01	M36	Illuminating
02	02	M28	Aquatic
03–04	—	M31	Changeling[1]
05	03	M34	Everbright
06	04–05	M36	Hideaway
07	06–07	M43	Shadowstrike
08–09	08–09	M43	Sizing
10–11	10–11	M43	Slow burst
—	12–13	M28	Arcane might[2]
12–13	14–15	D224	Bane (roll on table in *DMG*)
14	—	M29	Berserker[3]
15	16	M29	Binding
16	17–18	M29	Blessed
17–18	—	M29	Bloodfeeding
19	—	M29	Bloodstone
20	—	M30	Brash
21	—	M30	Brutal surge
22	—	M31	Chargebreaker
23	—	M31	Charging
24–25	19–20	M31	Corrosive
26	21–22	M32	Deadly precision
27–28	—	D224	Defending
29	—	M32	Defensive surge
30	23–24	M32	Dessicating
31–32	25	M32	Dislocator
33	26–27	M33	Dispelling
—	28–29	D224	Distance
34	30–31	M33	Divine wrath
35	—	M33	Dragondoom
—	32–33	M33	Dragonhunter
36–37	—	M34	Eager
38–40	34–36	D224	Flaming
41–43	37–39	D224	Frost
44–45	—	D224	Ghost touch
46	—	M35	Harmonizing
47–48	40–41	M36	Heavenly burst
49	42–43	M36	Hunting
50	44–45	M36	Illusion bane
51–52	46–47	M37	Impact[5]
53	—	M37	Impaling[6]
54–57	—	D225	Keen[7]
58	—	D225	*Ki* focus
59	48–49	M38	Knockback
60–61	50–51	M38	Lucky
62	52–53	M38	Magebane
63	54–55	M38	Maiming
64	56	D225	Merciful
65–66	—	D225	Mighty cleaving
67	—	M39	Mighty smiting
68	57–58	M39	Mindfeeder
69–70	59–60	M39	Morphing[8]
71	—	M39	Paralyzing
72	61	M40	Power storing
—	62–64	M40	Precise
73	65–66	M40	Profane
74	67–68	M41	Psychokinetic
—	69–71	M41	Quick loading[9]
75	—	M42	Resounding
—	72–73	D225	Returning
76	74–75	M42	Revealing
77	76–77	M42	Sacred
78	78–79	M42	Screaming

—	80–81	D225	Seeking
79	82–83	M43	Shattermantle
80	—	M43	Shielding[10]
81–83	84–85	D225	Shock
84	86	M43	Soulbound
85–87	—	D225	Spell storing
88	87	M44	Spellstrike
89	88–89	M44	Stunning surge
90	90–91	M44	Stygian
91	—	M44	Sundering
92	—	M44	Sweeping
93	—	D226	Throwing
94	92–94	D225	Thundering
95	95–96	M45	Venomous
96–97	—	D226	Vicious
98	97–98	M46	Warning
99	99–100	M46	Weakening
100	—	M46	Whirling

+2 Bonus

Melee d%	Ranged d%	Page	Item Name
01	—	M45	Vanishing
02	01	M38	Manifester
03–04	02–04	M28	Acidic burst[S]
05–06	05–06	D223	Anarchic
07	07	M28	Aquan
08	08	M28	Auran
09–10	09–10	D223	Axiomatic
11–12	11–12	M28	Banishing
13–14	13–15	M29	Blindsighted
15–16	—	M29	Blurstrike
17–18	16–17	M31	Collision
19–20	18–19	M31	Consumptive
21–22	20–21	M32	Dessicating burst[S]
23	22–23	M32	Disarming
24–25	24–26	M33	Dislocator, great[S]
26–27	27–28	M33	Dispelling, greater[S]
28–29	—	D224	Disruption[5]
30–31	29–30	M33	Domineering
32–33	31–33	M33	Doom burst
34–35	34–36	M34	Energy aura
36–37	—	M34	Energy surge[S,4]
38–39	37–38	M34	Enervating
40–41	39–40	M35	Fiercebane[S]
42–44	41–45	D224	Flaming burst
45–46	—	M35	Fleshgrinding[7]
—	46–48	M35	Force
47–48	—	M35	Ghost strike[S]
49–51	49–51	D225	Holy
52–54	52–56	D225	Icy burst
55	57	M36	Ignan
56–57	58–60	M37	Impedance
58–59	—	M38	Incorporeal binding[S]
60–61	61–63	M38	Metalline
62–63	64–65	M39	Mindcrusher
64–65	66–67	M39	Paralytic burst
66–67	68–69	M40	Parrying
68–69	70–71	M40	Profane burst[S]
70–71	72–73	M41	Psibane
72–73	74–75	M41	Psychic
74–75	76–77	M41	Psychokinetic burst[S]
76–77	78–79	M42	Sacred burst[S]
78–79	80–82	M42	Screaming burst[S]
80–83	83–88	D225	Shocking burst
84–86	89–91	M44	Stunning[S]
87–88	92	M45	Terran
89–91	93–96	M45	Transmuting
92–93	97–98	D226	Unholy
94–95	—	M45	Vampiric
96–98	—	D226	Wounding
99–100	99–100	—	two +1 properties

+3 Bonus

Melee d%	Ranged d%	Page	Item Name
01–09	01–12	M40	Prismatic burst
10–17	13–23	M30	Bodyfeeder
18–25	24–32	M31	Cursespewing
26–32	—	M34	Ethereal reaver
33–39	—	M36	Holy surge[S]
40–47	33–45	M37	Implacable
48–54	—	M39	Necrotic focus
55–57	46–53	M43	Soulbound, greater[S]
58–61	54–59	M44	Soulbreaker[S]
62–66	60–64	M44	Souldrinking[S]
67–76	65–78	D225	Speed
77–84	—	M45	Unholy surge[S]
85–92	79–89	M37	Illusion theft[S]
93–100	90–100	—	+2 property, +1 property

+4 Bonus

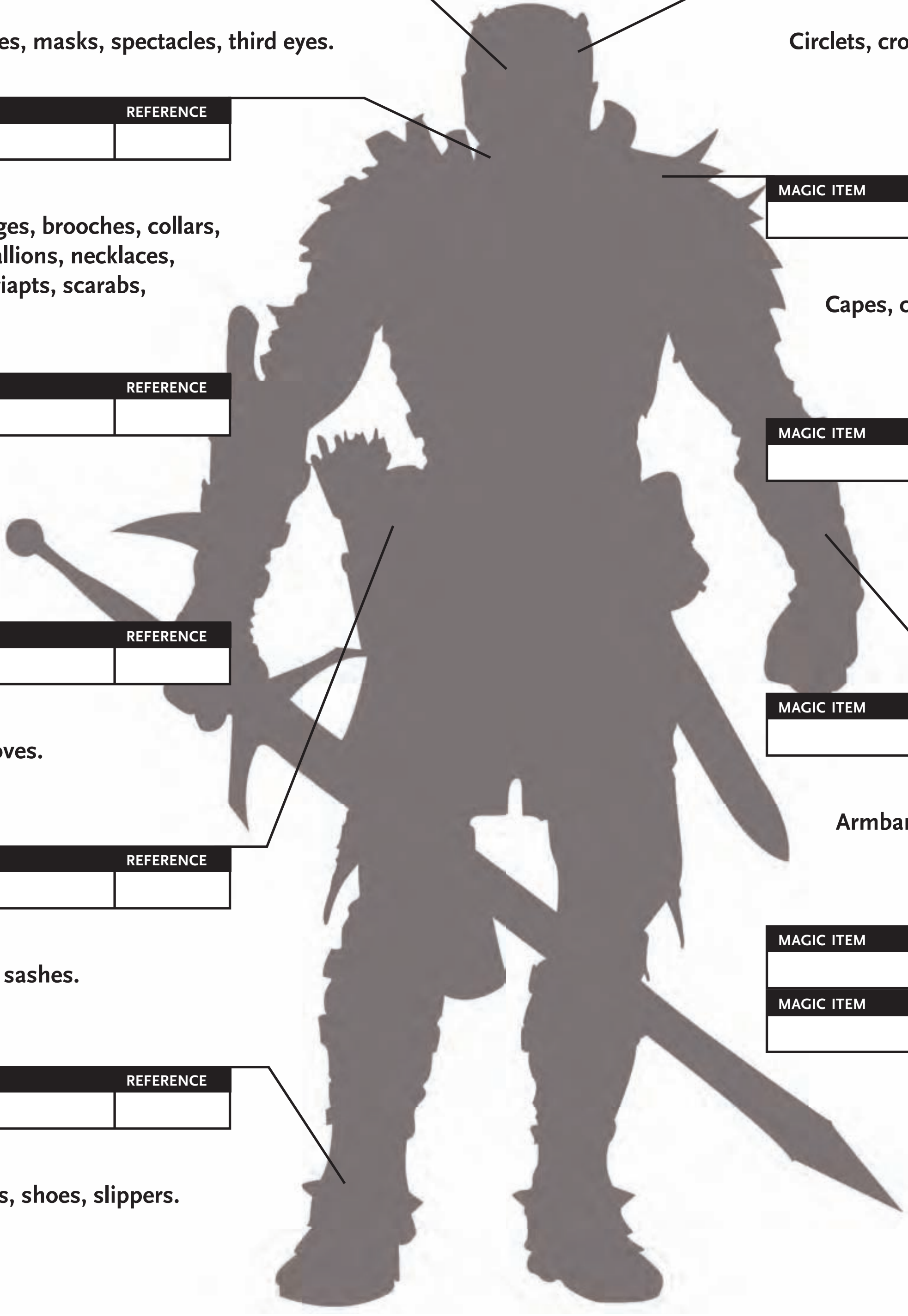
Melee d%	Ranged d%	Page	Item Name
01–19	01–31	D224	Brilliant energy
20–41	—	D224	Dancing
42–64	32–61	—	+3 property, +1 property
65–83	62–82	—	+2 property, +2 property
84–100	83–100	—	+2 property, two +1 properties

+5 Bonus

Melee d%	Ranged d%	Page	Item Name
01–20	—	D226	Vorpal[11]
21–40	01–38	—	+4 property, +1 property
41–60	39–71	—	+3 property, +2 property
61–80	72–91	—	two +2 properties, +1 property
81–100	92–100	—	+2 property, three +1 properties

S Synergy items include the value of their synergy prerequisite properties.
1 Spears, shortspears, or longspears only.
2 Bows only (not crossbows).
3 Two-handed weapons only.
4 The DM chooses the type of energy for this item.
5 Bludgeoning weapons only.
6 Piercing weapons only.
7 Piercing or slashing weapons only.
8 Melee or thrown weapons only.
9 Crossbows only
10 Light weapons only.
11 Slashing weapons only.

MAGIC ITEM RECORD SHEET



MAGIC ITEM	REFERENCE

FACE
Goggles, lenses, masks, spectacles, third eyes.

MAGIC ITEM	REFERENCE

THROAT
Amulets, badges, brooches, collars, medals, medallions, necklaces, pendants, periapts, scarabs, scarfs, torcs.

MAGIC ITEM	REFERENCE

BODY
Armor, robes.

MAGIC ITEM	REFERENCE

HANDS
Gauntlets, gloves.

MAGIC ITEM	REFERENCE

WAIST
Belts, girdles, sashes.

MAGIC ITEM	REFERENCE

FEET
Boots, sandals, shoes, slippers.

MAGIC ITEM	REFERENCE

HEAD
Circlets, crowns, hats, headbands, helmets, phylacteries.

MAGIC ITEM	REFERENCE

SHOULDERS
Capes, cloaks, mantles, shawls.

MAGIC ITEM	REFERENCE

TORSO
Shirts, tunics, vests, vestments.

MAGIC ITEM	REFERENCE

ARMS
Armbands, bracelets, bracers.

MAGIC ITEM	REFERENCE

MAGIC ITEM	REFERENCE

RINGS

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Magic Item Compendium Errata

When the text within a product contradicts itself, our general policy is that the primary source (actual rules text) is correct and any secondary reference (such as a table or character's statistics block) is incorrect. Exceptions to the rule will be called out specifically.

Page 5 – Bane Blind [Substitution]

The last sentence of the second paragraph should read: "On a result of Humanoid, the DM chooses the specific subtype that the armor affects."

Page 11 – Fearsome [Omission]

The end of the first paragraph is missing a statement. Add: "This is a mind-affecting effect."

Page 13 – Menacing [Omission]

The end of the first paragraph is missing a statement. Add: "This is a mind-affecting effect."

Page 24 – Wrapped Tower [Revision]

Replace the first paragraph of the item's description with the following text. "Once per day while using this *+1 tower shield* to gain total cover (*PH* 125), you can activate its special property. At your command, the mere sight of the shield's mummylike facade requires each viewer within 30 feet to succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. This is a mind-affecting effect. The wielder of the shield is immune to this effect."

Page 27 – Hardness and Hit Points [Substitution]

The first sentence of the subsection titled "Hardness and Hit Points" is in error. It should read: "Each +1 of enhancement bonus adds 2 to a weapon's hardness and 10 to its hit points."

Page 32 – Desiccating Burst [Omission]

The first sentence of the second paragraph for the desiccating burst weapon ability is missing some text. It should read: In addition, the weapon explodes with a dehydrating blast on a successful critical hit, dealing extra damage to living creatures as set out in the table below.

Page 32 – Desiccating Burst [Revision]

Disregard the last sentence of the second paragraph. The desiccating ability is always active.

Page 33 – Domineering [Omission]

The end of the first paragraph is missing a statement. It should read: "This is a mind-affecting effect."

Page 33 – Doom Burst [Omission]

The end of the first paragraph is missing a statement. It should read: "This is a mind-affecting effect."

Page 34 – Everbright [Omission]

The end of the first paragraph is missing a statement. It should read: "The wielder is not affect by the blinding ability."

Page 34 – Everbright [Substitution]

The cost to create is not correct. It should read: "*Cost to Create:* 1000 gp, 80 XP, 2 days"

Page 35 – Fleshgrinding [Substitution]

The last sentence of the second paragraph needs a text fix. Here is the new text: "It will not returns to your hand if a creature other than you pulls the weapon free and still holds it."

Page 39 – Morphing [Omission]

This weapon property is missing a command subtype. It should read: "**Activation:** standard (command)"

Page 40 – Paralyzing [Revision]

A minor qualifying revision has to be made to the first sentence of this power's description. It should read: "When a paralyzing weapon is activated, the next time you hit a creature with the weapon before the end of your turn the target must succeed on a DC 17 Will save or be paralyzed."

Page 40 – Prismatic Burst [Substitution]

The cost to create is not correct. It should read: "*Cost to Create:* 15,000 gp, 1200 XP, 30 days"

Page 49 Cudgel the Never Forgets [Omission]

The cudgel is missing its ego score. Add the following to second paragraph, first sentence, at the end of the parenthetical statistic block: "Ego score 12"

Page 68 – Amber Amulet of Vermin (table) [Substitution]

The scorpion size is incorrect. The Vermin entry on line five should read: "Large monstrous scorpion."

Page 100 – Flesh Ring of Scorn [Substitution]

There is an activation for this item: "**Activation:** Immediate (mental)"

Page 101 – Gauntlet of Gruumsh [Substitution]

Change the first line to the following: "Three times per day, activate this *+1 gauntlet* to make a melee touch attack that can blind a target creature for one hour (Fort DC 14 negates)."

Page 101 – Gauntlet of Gruumsh [Omission]

The activation entry is missing its parenthetical. It should read: "**Activation:** Standard (mental)"

Page 103 – Gauntlets of Lassitude [Omission]

The activation entry is missing its parenthetical. It should read: "**Activation:** Standard (mental)"

Page 101 – Gauntlets of Lassitude [Substitution]

Change the first line to the following: "Three times per day, activate these gauntlets make a melee touch attack with them."

Page 104 – Tabard of the Great Crusade [Revision]

Clerics of St. Cuthbert can't be evil. Change the second sentence of the first paragraph as follows: "When you wear one of these garments over armor, you and every ally within 20 feet gains a +1 morale bonus on saving throws, provided that you are lawful neutral, lawful good, or neutral."

Page 156– Diamondskin Decanter [Omission]

The "1 draught" subhead is missing a word. It should read: "*1 draught:* Damage reduction 2/adamantine, which last for 1 hour or until 20 points of damage has been prevented."

Page 168– Pipes of Frenzied Revelry [Omission]

Add the following sentence to the last paragraph of the "Relic Power" section: "The pipes *confusion* power does not affect the user."

Page 176—Runestaff of Abjuration [Substitution]

Price (Item Level): 25,400 gp (16th)
Cost to Create: 12,700 gp, 1,016 XP, 26 days.

Page 176—Runestaff of the Architect [Substitution]

Price (Item Level): 25,200 gp (16th)
Cost to Create: 12,600 gp, 1008 XP, 26 days.

Page 176—Runestaff of the Artisan [Substitution]

Price (Item Level): 18,400 gp (15th)
Cost to Create: 9,200 gp, 736 XP, 19 days.

Page 177—Runestaff of the Assassin [Substitution]

Price (Item Level): 10,600 gp (13th)
Cost to Create: 5,300 gp, 424 XP, 11 days.

Page 177—Runestaff of Cacophony [Substitution]

Price (Item Level): 25,600 gp (16th)
Cost to Create: 12,800 gp, 1024 XP, 26 days.

Page 177—Runestaff of Charming [Substitution]

Price (Item Level): 6,600 gp (11th)
Cost to Create: 3,300 gp, 264 XP, 7 days.

Page 177—Runestaff of Conjuration [Substitution]

Price (Item Level): 25,400 gp (16th)
Cost to Create: 12,700 gp, 1,016 XP, 26 days.

Page 177—Runestaff of Destruction [Substitution]

Price (Item Level): 33,600 gp (16th)
Cost to Create: 16,800 gp, 1,344 XP, 34 days.

Page 177—Runestaff of Destruction [Revision]

Substitute *earthquake* with *greater shout* on the *runestaff of destruction's* spell list and prerequisite list.

Page 177—Runestaff of Divination [Substitution]

Price (Item Level): 25,400 gp (16th)
Cost to Create: 12,700 gp, 1,016 XP, 24 days.

Page 178—Runestaff of Earth and Stone [Substitution]

Price (Item Level): 19,400 gp (15th)
Cost to Create: 9,700 gp, 776 XP, 20 days.

Page 178—Runestaff of Enchantment [Substitution]

Price (Item Level): 25,400 gp (16th)
Cost to Create: 12,700 gp, 1016 XP, 26 days.

Page 178—Runestaff of Entrapment [Substitution]

Price (Item Level): 9,600 gp (12th)
Cost to Create: 4,800 gp, 384 XP, 10 days.

Page 178—Runestaff of Ethereal Action [Substitution]

Price (Item Level): 29,700 gp (16th)
Cost to Create: 14,850 gp, 1188 XP, 30 days.

Page 178—Runestaff of Evocation [Substitution]

Price (Item Level): 25,400 gp (16th)
Cost to Create: 12,700 gp, 1016 XP, 26 days.

Page 178—Runestaff of Eyes [Substitution]

Price (Item Level): 9,000 gp (12th)

Cost to Create: 4,500 gp, 360 XP, 9 days.

Page 178—Runestaff of Eyes [Revision]

Substitute *remove blindness/deafness* with *arcane sight* on the *runestaff of eye's* spell list and prerequisite list.

Page 178—Runestaff of Fiendish Darkness [Substitution]

Price (Item Level): 37,400 gp (17th)
Cost to Create: 18,700 gp, 1496 XP, 38 days.

Page 180—Runestaff of Forced Happiness [Substitution]

Price (Item Level): 17,800 gp (14th)
Cost to Create: 8,900 gp, 712 XP, 18 days.

Page 180—Runestaff of Frost [Substitution]

Price (Item Level): 16,400 gp (14th)
Cost to Create: 8,200 gp, 656 XP, 17 days.

Page 180—Runestaff of Illumination [Substitution]

Price (Item Level): 27,800 gp (16th)
Cost to Create: 13,900 gp, 1,112 XP, 28 days.

Page 180—Runestaff of Illusion [Substitution]

Price (Item Level): 24,400 gp (15th)
Cost to Create: 12,200 gp, 976 XP, 25 days.

Page 180—Runestaff of Insanity [Substitution]

Price (Item Level): 45,600 gp (17th)
Cost to Create: 22,800 gp, 1824 XP, 46 days.

Page 180—Runestaff of Necromancy [Substitution]

Price (Item Level): 25,400 gp (16th)
Cost to Create: 12,700 gp, 1016 XP, 26 days.

Page 181—Runestaff of Night [Substitution]

Price (Item Level): 12,400 gp (13th)
Cost to Create: 6,200 gp, 96 XP, 13 days.

Page 181—Runestaff of Opening [Substitution]

Price (Item Level): 11,800 gp (13th)
Cost to Create: 5,900 gp, 472 XP, 12 days.

Page 181—Runestaff of Passage [Substitution]

Price (Item Level): 60,200 gp (18th)
Cost to Create: 30,100 gp, 2,480 XP, 61 days.

Page 181—Runestaff of Power [Substitution]

Price (Item Level): 59,300 gp (18th)
Cost to Create: 29,650 gp, 2,372 XP, 60 days.

Page 181—Runestaff of Size Alteration [Substitution]

Price (Item Level): 11,800 gp (13th)
Cost to Create: 5,900 gp, 472 XP, 12 days.

Page 182—Runestaff of Time [Substitution]

Price (Item Level): 47,200 gp (17th)
Cost to Create: 23,600 gp, 1888 XP, 48 days.

Page 182—Runestaff of Transmutation [Substitution]

Price (Item Level): 27,200 gp (16th)
Cost to Create: 13,600 gp, 1088 XP, 28 days.

Page 182—Runestaff of Transportation [Substitution]

Price (Item Level): 15,000 gp (14th)
Cost to Create: 7,500 gp, 600 XP, 15 days.

Page 182—Runestaff of Undead Slayer [Substitution]

Price (Item Level): 26,800 gp (16th)
Cost to Create: 13,400 gp, 1072 XP, 27 days.

Page 177—Runestaff of Undead Slayer [Revision]

Substitute *deathward* with *forceward* (*SC* 98), *disrupting weapon* with *incorporeal nova* (*SC* 121), and *searing light* with *halt undead.*

Page 182—Runestaff of the Undying [Substitution]

Price (Item Level): 17,600 gp (14th)
Cost to Create: 8,800 gp, 704 XP, 18 days.

Page 196– Five Virtues Pieces and Abilities (sidebar) [Substitution]

The *armband of confrontation* features the wrong level after the price. It should read: "1,400 gp (5th)"

Page 196– Five Virtues Pieces and Abilities (sidebar) [Substitution]

The crystal of alacrity has misplaced information. The Body Slot and Ability sections should read:

Body Slot	Ability
-- (armor crystal)	+5 ft. speed

Page 211 – Seven Veils Pieces and Abilities (sidebar) [Substitution]

The *serpent veil* Body Slot entry is incorrect it should read:

Body Slot
Throat

Page 211 – Seven Veils Pieces and Abilities (sidebar) [Substitution]

The turquoise veil Body Slot entry is incorrect it should read:

“Body Slot
Face”

Page 224 – Creating New Runestaffs [Revision]

Delete the last sentence of the first paragraph. There are a number of runestaffs with spells lower than 3rd level.

Auras Errata

A number of the magic items presented in the *Magic Item Compendium* do not follow the rule presented for determining the aura of the magic item. The following is a list of items and the corrected auras.

Page 7 – Balance [Substitution]
Aura: Divination

Page 7 – Balance, Improved [Substitution]
Aura: Divination

Page 7 –Balance, Greater [Substitution]
Aura: Divination

Page 14 – Soulbound [Substitution]
Aura: Transmutation

Page 14 – Soulbound, Greater [Substitution]
Aura: Transmutation

Page 26 – Crystal of Screening [Substitution]
Aura: Conjuration

Page 26 – Iron Warf Diamond [Substitution]
Aura: Abjuration

Page 33 – Dragonhunter [Substitution]
Aura: Transmutation

Page 34 – Eager [Substitution]
Aura: Transmutation

Page 34 – Energy Aura [Substitution]
Aura: Conjuration/evocation/transmutation

Page 35 – Ghost Strike [Substitution]
Aura: Necromancy

Page 36 – Hunting [Substitution]
Aura: Transmutation

Page 37 – Impact [Substitution]
Aura: Transmutation

Page 37 – Impaling [Substitution]
Aura: Divination

Page 38 – Knockback [Substitution]
Aura: Abjuration

Page 38 – Mage Bane [Substitution]
Aura: Abjuration

Page 38 – Manifester [Substitution]
Aura: Evocation

Page 41 – Psibane [Substitution]
Aura: Abjuration

Page 43 – Soulbound [Substitution]
Aura: Transmutation

Page 43 – Soulbound, Greater [Substitution]
Aura: Transmutation

Page 48 – Bow of Songs [Substitution]
Aura: Transmutation

Page 49 – Chromatic Rod [Substitution]
Aura: Divination/illusion

Page 49 – Cudgel that Never Forgets [Substitution]
Aura: Divination

Page 56 – Rod of Defiance [Substitution]
Aura: Evocation

Page 63 – Water Whip [Substitution]
Aura: Conjuration

Page 64 – Crystal of Energy Assault [Substitution]
Aura: Conjuration or evocation (depending on the type of crystal)

Page 68 – Amulet of Aquatic Salvation [Substitution]
Aura: Transmutation

Page 68 – Amulet of Catapsi [Substitution]
Aura: Abjuration

Page 69 – Amulet of Incarnum Shielding [Substitution]
Aura: None

Page 69 – Amulet of Retributive Healing [Substitution]
Aura: Conjuration

Page 71 – Angelhelm [Substitution]
Aura: Abjuration

Page 79 – Boots of Temporal Acceleration [Substitution]
Aura: Transmutation

Page 84 – Cape of the Viper [Substitution]
Aura: None

Page 85 – Charm of Countersong [Substitution]
Aura: None

Page 86 – Chronocharm of the Uncaring Archmage [Substitution]
Aura: None

Page 86 – Circlet of Rapid Casting [Substitution]
Aura: None

Page 86 – Circlet of Solace [Substitution]
Aura: Conjuration

Page 86 – Circlet of Wild Surging [Substitution]
Aura: None

Page 89 – Cloak of Turn Resistance [Substitution]
Aura: None

Page 90 – Contact Medallion [Substitution]
Aura: Divination

Page 90 – Crystal Mask of Detection [Substitution]
Aura: Transmutation

Page 90 – Crystal Mask of Discernment [Substitution]
Aura: Transmutation

Page 91 – Crystal Mask of Dread [Substitution]
Aura: Transmutation

Page 91 – Crystal Mask of Insight [Substitution]
Aura: Transmutation

Page 91 – Crystal Mask of Knowledge [Substitution]
Aura: Transmutation

Page 91 – Crystal Mask of Languages [Substitution]
Aura: Transmutation

Page 92 – Crystal Mask of Mindarmor [Substitution]
Aura: Abjuration

Page 92 – Crystal mask of Psionic Craft [Substitution]
Aura: Transmutation

Page 95 – Dragon Spirit Amulet [Substitution]
Aura: None

Page 95 – Dragon Spirit Cincture [Substitution]
Aura: None

Page 96 – Eagle Claw Talisman [Substitution]
Aura: Evocation

Page 97 – Essentia Helm [Substitution]
Aura: None

Page 98 – Eyes of the Power Leech [Substitution]
Aura: Necromancy

Page 98 –Eyes of the Power Leech, Vampiric [Substitution]
Aura: None

Page 102 – Gauntlets of Eldritch Energy [Substitution]
Aura: None

Page 103 – Gauntlets of Mindfire [Substitution]
Aura: Necromancy

Page 105 – Gloves of Eldritch Admixture [Substitution]
Aura: Evocation or conjuration

Page 108 – Goggles of Lifesight [Substitution]
Aura: Necromancy

Page 110 – Heartseeking Amulet [Substitution]
Aura: Divination

Page 112 – Incarnum Focus [Substitution]
Aura: None

Page 115 – Mantle of Second Chances [Substitution]
Aura: None

Page 116 – Mask of Silent Trickery [Substitution]
Aura: Illusion

Page 117 – Mindblade Gauntlet, Mindblade Gauntlet, Greater, and Mindblade Gantlet, Lesser [Substitution]
Aura: None

Page 117 –Mindblade Gauntlet, Greater [Substitution]
Aura: None

Page 117 –Mindblade Gantlet, Lesser [Substitution]
Aura: None

Page 119 – Platinum Helm [Substitution]
Aura: Divination

Page 119 – Psionatrix [Substitution]
Aura: None

Page 120 – Reliquary Holy Symbol [Substitution]
Aura: None

Page 121 – Repelling Gauntlets [Substitution]
Aura: Evocation

Page 123 – Ring of Forcewall [Substitution]
Aura: Evocation

Page 126 – Ring of Self-Sufficiency [Substitution]
Aura: Transmutation

Page 129 – Robe of Arcane Might [Substitution]
Aura: Conjuration

Page 133 – Scry Shroud [Substitution]
Aura: Abjuration

Page 133 – Sepulchral Vest [Substitution]
Aura: Necromancy

Page 133 – Shiftweave [Substitution]
Aura: Illusion

Page 134 – Shirt of Chains [Substitution]
Aura: Abjuration

Page 134 – Shirt of the Fey [Substitution]
Aura: Abjuration

Page 135 – Shirt of the Ironskin [Substitution]
Aura: Abjuration

Page 135 – Shirt of the Moon [Substitution]
Aura: Abjuration

Page 135 Shirt of Resilience [Substitution]
Aura: Abjuration

Page 136 – Shirt of the Treant [Substitution]
Aura: Abjuration

Page 136 – SilkSlick Belt [Substitution]
Aura: Conjuration

Page 136 – Soulsmite Gauntlets [Substitution]
Aura: None

Page 137 – Spare Hands [Substitution]
Aura: None

Page 140 – Third Eye Aware [Substitution]
Aura: Transmutation

Page 141 – Third Eye Conceal [Substitution]
Aura: Abjuration

Page 141 – Third Eye Gather [Substitution]
Aura: Transmutation

Page 143 – Third Eye Surge [Substitution]
Aura: Divination

Page 151 – Bag of Flames [Substitution]
Aura: Abjuration

Page 153 – Camouflage Paint [Substitution]
Aura: Illusion

Page 154 – Cognizance Crystal [Substitution]
Aura: None

Page 156 – Domain Draught [Substitution]
Aura: None

Page 157 – Dragon’s Draught [Substitution]
Aura: Transmutation

Page 157 – Dragondoom Scepter [Substitution]
Aura: None

Page 161 – Glyph Seed and Glyph Seed, Greater [Substitution]
Aura: Abjuration

Page 161 –Glyph Seed, Greater [Substitution]
Aura: Abjuration

Page 163 – Magic Beadroll [Substitution]
Aura: Conjuration, abjuration

Page 164 – Map of Unseen Lands [Substitution]
Aura: Divination

Page 164 – Memento Magica [Substitution]
Aura: None

Page 165 – Metamagic Rod (Reach) [Substitution]
Aura: None

Page 183 – Scepter of the Netherworld [Substitution]
Aura: None

Page 183 – Scroll of Uncertain Provenance [Substitution]
Aura: Conjuration

Page 209 – Crown of Flames [Substitution]
Aura: Evocation

Page 214 – Badge of Glory [Substitution]
Aura: Evocation

Page 215 – Ephod of Authority [Substitution]
Aura: None